

## Acceptable Use Policy for Mr. Adams' 7<sup>th</sup> Grade Class

### CLASSROOM RULES

- Have respect for the teacher and each other
- Debates are welcome, fighting is not
- Students are expected to complete their work
- **Do not plagiarize or violate copyright laws**
- **Do not engage in bullying other students**

### Rules for Classroom Technology

- The classroom computers are for learning, not entertainment
- Screen time will usually be 15-30 minutes, depending on projects or activities
- **Do not give your password to anyone for any reason**
- **Do not record anyone without permission**
- For any shared device, priority will be given based on need as determined by me

### Rules for the Internet

- Only use the Internet when given permission to
- **Do not access sites that are beyond educational needs (i.e. "adult" websites)**
- **Do not engage in cyberbullying**
- Ask the teacher to review anything that must be downloaded
- Do not upload anything to the Internet without permission from the teacher

### Additional Information

- Plagiarism – the practice of taking someone's work and passing it off as your own (stealing someone's work); can be all OR some of the work
- Copyright – an exclusive legal right given to a creator of an intellectual property for their use of that property, and to authorize others to use it
- Fair Use – In U.S. law, the ability for some to use a brief excerpt of copyright material without permission based upon certain criteria, like educational use

### Consequences for breaking the rules

The following actions will be taken for multiple infractions of the same rule:

1. A warning will be issued to the student
2. Phone call to parent
3. Referral to principal and loss of technology privileges

Steps 1 and 2 are skipped for rules in **bold red**.

*I have read and understand these rules and accept the terms of this Policy*

Student Signature: \_\_\_\_\_

Date: \_\_\_\_\_

Parent/Guardian Signature: \_\_\_\_\_

Date: \_\_\_\_\_

Teacher Signature: \_\_\_\_\_

Date: \_\_\_\_\_