

Lincoln School's Edgenuity
Rules, Policies & Expectations

Notes

- Students should take notes during ALL lectures. Notes can be taken on Edgenuity or on paper.
- Students are encouraged to take notes on Edgenuity. Math is encouraged on paper.
- Before receiving help from the teacher, you should produce notes from the lecture. Help is not guaranteed if you do not have notes.
- Students cannot share notes with other students. Any shared notes or answers will be considered cheating by both students.

Headphones

- Students will wear headphones during ALL lectures, at all times. If you are not LISTENING to your lectures, you may not be able to earn a rules/policies point.
- Headphones should be worn properly so that they do not disrupt others. (Covering both ears)
- Not wearing headphones or improper use of headphones=loss of rules/policies points
- Students who break their headphones need to purchase new ones for \$5. No rules/policies points will be earned until a new pair is purchased.
- You may bring your own WIRED headphones.

Laptops

- You are responsible for the safety of your laptop.
- You are responsible for plugging in your laptop in the correct slot # at the end of each day.
- You may take home your laptop & check out a charger. Please bring back your laptop fully charged for the next school day.
- If you forget your laptop, you will be given a tablet to work on for the school day.

Assignments

- Students should show proof of notes before receiving help.
- A VALID effort must be shown on the first attempt (NO submitting blank assignments). If there is no valid attempt you will be reset back to the lecture. *Continued noncompliance will result in answers not being shown and disciplinary consequences*

- Short answer questions must be answered completely to receive full credit for the question. (If there is more than one question, all questions need to be properly answered to receive full credit.)
- A score of 60% or higher needed to pass ALL subjects.
- Students will not be told what questions they have right or wrong and whether or not they are passing.

Quizzes

- A score of 60% or higher needed to pass ALL subjects.
- Proof of notes should be shown before receiving help.
- Help can only be given on the 2nd and 3rd attempts after a **valid** 1st attempt.
- Students will not be told what questions they have right or wrong and whether or not they are passing.

Tests

- Are taken while in the building. Students are not to take tests at home. If taken at home, students will have to go on Zoom to take the test along with another staff member. Students can only take tests at home if they are at home due to a Covid situation, want to take it over school break, or have some sort of valid reason approved by the principal.
- Only 3 attempts are allowed for topic tests. After 3 attempts, the highest of the 3 scores will be taken as the final grade.
- Only 2 attempts are allowed for cumulative tests. After 2 attempts, the higher of the 2 scores will be taken as the final grade.
- Students need to notify the teacher after the first failed attempt. Students should review notes and resources before retaking the test a second time.

- NO help will be given during any test except to clarify what a question means.
- Students will not be told what questions they have right or wrong and whether or not they are passing.

Need Help?

- Raise your hand when you need assistance!
- First, make sure you have done all 3 steps in the Need Help? sheet in your binder.

The Point System

- You are eligible to earn 10 points for each day
- The point categories are:
Attendance (1), Behavior/Rules & Policies (4), Progress (3), Service Learning (1), PE (1)
- Students can earn 1 Bonus point for reaching over 90% progress.
- The points earned Monday through Thursday qualify you for the Big Incentive and School Store Incentive.
- The points earned Monday through Friday determine whether or not you are put on Level. You must earn at least 60% of your weekly points to stay off level.
- You will be informed every morning of your point total for the previous day. On Thursdays you will be informed of your point total for the day before leaving to determine eligibility for the next day's Big Incentive reward.
- Parent contact be made for any student that has a point total of less than 6 for any given day.

Examples of ways to lose points

- **Idle time**-occurs when you are not actively working on your assigned courses
- **Talking**-Talking is not allowed.
- **Sleeping**-Sleeping is not allowed in the classroom. Excessive sleeping will result in a phone call home along with a disciplinary write-up and possible behavior contract.
- **Drawing/Doodling**-Drawing, doodling and notes not related to the curriculum will not be tolerated. If the behavior continues, writing utensils and material will be confiscated and you will only be allowed to take notes on the computer.
- **Cheating**-Cheating will not be tolerated. The sharing of notes and answers, copying answers word for word and "helping" a student take a test etc. are considered cheating. A phone call home will be made for any cheating incident. After the 3rd cheating incident, your class will be reset and you will receive a failing grade.
- **Internet Violation**-Students are not allowed to access any websites that are not approved by the teacher and daily points will be deducted for any violation. Repeated violations will result in a behavior write-up and possible step placement and behavior contract.
- **Headphones**-Must be worn during all lectures, no exceptions. The headphones need to be worn so that they cover both ears. You will lose Rules/Policies points for not wearing your headphones and improper use of headphones.
- **Inappropriate conversations**-Will not be tolerated. Inappropriate conversations can also result in a behavior write-up along with a behavior contract and step placement.
- **Hallway behavior**-You are expected to be quiet in the hallway at all times. You will not leave the room until all students are quiet. All students must walk with the adult in charge in a single file line at all times. Inappropriate hallway behavior can also result in a behavior write-up, behavior contract and step placement.
- **Sweatshirts/Jackets/Headwear**- Hoods on sweatshirts or jackets are not to be worn over the head. Jackets or sweatshirts are not to be used as blankets or pillows. Absolutely no headwear is to be worn in the classroom. If you are wearing your hood in the classroom, you will be asked to hang up your sweatshirt or jacket. Violation of these rules will result in loss of Rules/Policies points and possible behavior write up and behavior contract.
- **BMR**-If a student is sent to BMR they will lose all of their daily points, *aside from any earned progress points. Maximum of 3 out of 10 points for the day.*

Intervention Levels

- If you fail to earn 60% of your weekly points you will be placed on Level.
- You can work your way off Level by earning more than 60% of your weekly points.
- If you are already on Level and fail to earn 60% of your weekly points, you will be moved up to the next Level.
- Levels:
 - Level 1-Teacher's meeting
 - Level 2-Teacher and Counselor's meeting. Parent is invited.
 - Level 3-Counselor's meeting. Parent is invited. Home school and ROE is informed.
 - Level 4-Principal's Meeting. Parent is invited. Student will remain in BMR until parent comes in for a meeting. Student is eligible for removal from the program.

Steps

- Steps are not based on the point system.
- A student can be placed on Step for behavior incidents that result in a behavior write-up.
- A behavior contract will also be given to students on Step.
- Once you are on a Step you cannot be removed from that Step.
- If you are already on a Step and receive another behavior write-up, you can be placed on the next step.
- Steps:
 - Step 1-Parent notification.
 - Step 2-Parent notification.
 - Step 3-Parent meeting. Home school invited.
 - Step 4-Parent meeting. Student is eligible for removal from the school.