~Behavior Matrix~

Behavior Expectations	Be Respectful	Be Responsible	Be Safe
Everywhere	~Use kind words and actions ~Be aware of others ~Be nice to others	~Own your actions and accept consequences without arguing ~Follow directions the first time	~Keep hands, feet, and objects to yourself ~Walk safely at all times ~Stay in control
Classroom	~ Listen to others ~ Be patient ~ Focus on you	~Be prepared ~Do your best ~Seek help when you need it ~Help others when you can	~Follow classroom rules ~Use materials properly ~Move calmly and carefully
Hallways	~Calm body and quiet voices ~Be considerate of others' space and personal belongings	~Go directly to where you need to be ~Stay to the right and allow others to pass	~Keep hallways clear of clutter ~Stay in line ~walk
Playground	~Follow game rules ~Be fair and honest ~Include others ~Be respectful of personal space ~Use appropriate words	~Be a problem solver ~Return equipment	~Stay within boundaries ~Use equipment properly ~Line up when the whistle blows
Cafeteria	~Use manners while you eat ~ Say please and thank you ~Be quiet when adults are talking ~Use inside voice when talking with friends	~Try to open your own food ~Raise your hand ~Clean up after yourself (take care of your tray and trash, pick up the floor) ~ Place unwanted/unopened food/drinks in share basket /fridge	~Stay seated until you're dismissed ~Wait your turn in line ~No sharing food ~Walking
Bathrooms	~Give people their privacy ~Wait your turn ~Maintain personal space ~Use level 2 voice (quiet) ~Respect property within the space	~If you finished flush it ~Pick up after yourself ~Return to class promptly	~Wash hands with soap and water ~Report any problems to an adult ~No splash zone If you miss it wipe it
Bus	~Use a 0 or 1 voice ~Share your seat with others ~Use kind words and actions	~Listen for and follow directions ~Pick up after yourself ~No eating or drinking on the bus	~Stay seated on your bottom with you back against the seat ~Keep aisles clear of bodies and backpacks ~Report any problems to driver