

Lincoln Elementary
Guidelines to "PAWSitive"
Behavior:



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Lincoln Elementary

Playground
Expectations

Expectations

Cafeteria

1. Hands, feet, and objects to self
2. Eat your own food
3. Raise hand for permission to leave
4. Clean up after yourself
5. Use a soft voice
6. Keep silent in serving zone
7. Give attention to cafeteria personnel and be respectful
8. Respond to staff's signal for silence
9. Students sit at assigned table

Primary Playground

1. Walk on the blacktop
2. Go down the slide
3. Follow school tetherball rules
4. Allow everyone to participate in games
5. Show good sportsmanship
6. Take turn on swings
7. No "tag" allowed
8. Use Kelso's choices to solve small problems

Intermediate Playground

1. 1st bell, go line up
2. 2nd bell, be ready to go to class

3. Follow teacher direction to class, keeping hands and feet to self (refer to transition lesson plan)

Transition between classes

1. Walk
2. Hand and feet to themselves
3. Walk in a direct route to alternate location

Encouragement

1. Verbal praise
2. Positive Paws slip
3. Look for kids doing their best
4. Be respectful
5. Positive attitude
6. Being responsible

Strategies

1. Watch and listen to what's going on around you, and be alert to subtle as well as obvious behaviors, positive or negative.
2. Move around—reach as many places and connect with as many students as possible.
3. Visit all areas, being sure to visit known problem areas and challenging students.
4. When you move, use random patterns. Be unpredictable in your movement.

Consequence

1. Verbal reminder
2. Have students talk it out before coming to you.
3. Students should always apologize to each other and shake hands.
4. Timed sit out in a designated area.
5. Be your shadow.
6. Administrative referral:
 - a. Overt fighting or defiance
 - b. Blatant bullying/harassment
 - c. Offensive Profanity
 - d. Gang Activity

The Bark Box

1. Keep hands and feet to your self at all times.
2. No chicken fighting.
3. No tag or running in the Bark Box area.
4. No climbing or running on the slide, slide face forward on bottom.
5. No standing on parallel bars.
6. No tackle games, play fighting, dog piling, wrestling or rough housing.
7. No jumping from the play structure.
8. No equipment in the Bark Box.

Basketball

1. Anyone who wants to play can.
2. When there are too many players, games will be half court.
3. Choose a referee for the game.
4. Choose a number or “roshambo” to see which teams starts the game or to solve a dispute.
5. There are only five members from a team on the court at one time.
6. If more want to play, use subs that will rotate with players.
7. Keep hands and feet to your self at all times.
8. No pushing, shoving, rough play or foul language.
9. No more than 1 ball on a half court.

Flag/Touch Football

1. There are four downs given to score a touchdown.
2. Blocking is done with the arms close to the body.
3. Blocking must be done from the front or side.
4. A player is down if he is touched with both hands on the back or a flag is taken off?
5. Neither team can cross the line of scrimmage until the ball is snapped.
6. All fumbles are dead on the spot of the fumble.

Wall Ball

1. If there is disagreement about a call, roshambo.
2. The person who has the ball sets the boundaries.

3. There are no holds.
4. Anyone kicking the ball during HAND wall ball game is ejected from the game for that recess.
5. During HAND wall ball game, you can hit the ball with two hands, flat hands or fists.

Tether Ball

Two players at a time may play.

Two students stand opposite each other in the tetherball circle. All others stand outside the circle. The server puts the ball in play by hitting the ball in one direction around the pole. The other player hits the ball the other direction around the pole. The first player to wrap the rope completely around the pole is the winner.

If a player commits a foul during the play, then all play stops and the player making the foul goes to the end of the waiting line. The first player in line then comes inside the circle to be the new player. The new player serves, chooses side and direction to hit the ball.

Fouls are:

1. Server hitting the ball twice at the beginning before the opponent hits it once.
2. Hitting the ball with any part of the body other than the hand or forearm.
3. Catching or holding the ball during play.
4. Throwing the ball.

5. Touching the pole.
6. Stepping across the centerline.
7. Hitting the ball twice while it is still on your side of the circle.
8. Reaching around the pole and hitting the ball.
9. Hitting the rope with any part of the body.

4 Square

1. The ball is served by dropping it and hitting it underhanded from the bounce.
2. If the serve hits a line, the server is out.
3. The ball may only bounce once your in square.
4. The player receiving the ball keeps it in play by striking the ball underhand after it has bounced.
5. If the ball bounces out of the square after bouncing once in your square you are out.
6. The ball must bounce above your knee and below your head.
7. There are NO practice hits.
8. When a player gets out everyone else moves up a square and a new player comes in.
9. When you are out go to the end of the line.

Swings

1. Keep hands and feet to yourself at all times
2. No jumping out.
3. Swing on bottoms only.
4. While waiting count to 100 (up and back counts as one).

5. No flips or twists.
6. Swing back and forth only, not side to side.

Jump Rope

1. Jump ropes are to be used for jump roping only.
2. No swinging the rope by one end above your head or near the ground.
3. Each person gets one turn.
4. When you are out you hold the rope.
5. When your turn is over go to the end of the line.