

## Quigley Elementary Behaviour Matrix

	Classroom	Gymnasium	Computer Lab	Hallways	Library	Playground	Field Trips	Eating Time	Washroom	Assembly
<b>Respect Yourself</b>	Listen actively  Use your best effort  Remember 'yet'  Be prepared to learn  Stay in the green zone	Listen and follow directions  Use equipment properly	Use appropriate sites  Play only educational games	Walk on the right side  Walk at a reasonable pace	Find just right books  Find books you love to read  Read	Keep hands, feet and body to self  Be active  Walk bikes, scooters, skateboards, wheelies	Be on your best behavior	Remain seated in your desk  Eat your lunch  Eat healthy food	Do your business and leave  Clean your hands with soap and water	Remain focused  Use your eyes, ears, and mouth to listen active
<b>Respect Others</b>	Use the appropriate volume  Say and do nice things  Cooperate with others	Be aware of other people's personal space	Log off your computer when done  Clean up your area	Move in a way that does not disrupt the learning of others  Use a quiet voice at all times	Use a quiet voice  Return books on time  Share great books with others	Sharing is caring  Include everyone  Be nice	Listen to the bus driver  Say please and thank you	Use a quiet voice  Be aware of food allergies in your class	Hit the Target  Flush it Away  Respect the privacy of others	Find your personal space  Use the washroom before/after assembly
<b>Respect the Environment</b>	Clean up your area  Put supplies in the proper place  Put away your chair  Be a helper to keep the class clean and organized	Put your equipment away	Hang up head phones when finished  Push chair in  Log off computer when finished	Hands off walls and displays  Pick up garbage off the floor	Push your chair in  Put away books and resources  Be kind to books	Put your garbage away  Return all equipment	Leave the place a little bit nicer than you found it	Clean up your area when the bell goes	Throw garbage away  Make sure to turn off the water  Use soap wisely	Take all your personal items with you when you leave