

Manteno Primary School Behavior Matrix

Expected behaviors at MPS

	CLASSROOM	HALL	CAFETERIA	PLAYGROUND
BE RESPECTFUL	<ul style="list-style-type: none"> *Treat others the way you want to be treated *Wait your turn *Raise your hand and wait to be called on before speaking in class *Keep hands, feet, and objects to yourself 	<ul style="list-style-type: none"> *Treat others the way you want to be treated *Stay in one line *Be silent; if you see a friend, smile. *Keep hands, feet, and objects to yourself 	<ul style="list-style-type: none"> *Treat others the way you want to be treated *Keep hands, feet, and objects to yourself 	<ul style="list-style-type: none"> *Treat others the way you want to be treated *Keep hands, feet, and objects to yourself
BE RESPONSIBLE	<ul style="list-style-type: none"> *Be on time *Be ready with materials prepared *Take the proper items home *Give the proper items to the teacher *Clean up after yourself *Listen 	<ul style="list-style-type: none"> *Listen to instruction *Pay attention to your line *Walk safely; no running 	<ul style="list-style-type: none"> *Listen to lunch supervisors; follow his/her instructions *Speak in an indoor voice 	<ul style="list-style-type: none"> *Play safely *Follow the playground rules *Listen to recess supervisors; follow his/her instructions
BE PRODUCTIVE	<ul style="list-style-type: none"> *Do your best *Use your time wisely *Stay on task *Model good behavior even if others don't 	<ul style="list-style-type: none"> *Do your best *Model good behavior even if others don't 	<ul style="list-style-type: none"> *Do your best *Finish your lunch *If your mess is clean, offer your help to others *Use good table manners *Model good behavior even if others don't 	<ul style="list-style-type: none"> *Do your best *Follow the rules of the game *Include others *Share *Model good behavior even if others don't

	BUS	RESTROOM	SPECIALS	ASSEMBLY
BE RESPECTFUL	<ul style="list-style-type: none"> *Treat others the way you want to be treated *Keep hands, feet, and objects to yourself 	<ul style="list-style-type: none"> *Treat others the way you want to be treated *Keep hands, feet, and objects to yourself *Keep others' privacy in mind 	<ul style="list-style-type: none"> *Treat others the way you want to be treated *Keep hands, feet, and objects to yourself 	<ul style="list-style-type: none"> *Treat others the way you want to be treated *Keep hands, feet, and objects to yourself *Be attentive
BE RESPONSIBLE	<ul style="list-style-type: none"> *Listen to the bus driver; follow his/her instructions *Ride safely *Sit in your seat and stay until your ride is over 	<ul style="list-style-type: none"> *Do your business in the appropriate place *Wash your hands and use an appropriate amount of paper towels *Throw away your trash *Leave quickly when you are done. 	<ul style="list-style-type: none"> *Listen and follow instructions *Clean up your own mess 	<ul style="list-style-type: none"> *Listen to the presenters *Be quiet and considerate *Follow instructions *Stay seated
BE PRODUCTIVE	<ul style="list-style-type: none"> *Do your best *Inform the driver of unsafe or inappropriate behaviors *Model good behavior even if others don't 	<ul style="list-style-type: none"> *Do your best *Keep it nice for others *Inform an adult if you discover a mess *Model good behavior even if others don't 	<ul style="list-style-type: none"> *Do your best *Help others in class when appropriate Show good sportsmanship *Model good behavior even if others don't 	<ul style="list-style-type: none"> *Do your best *Give assistance when asked *Model good behavior even if others don't
	FIELD TRIPS			
BE RESPECTFUL	<ul style="list-style-type: none"> *Treat others the way you want to be treated *Keep hands, feet, and objects to yourself *Be mindful of the place, the chaperones, and the people who work there 			
BE RESPONSIBLE	<ul style="list-style-type: none"> *Stay with your group *Listen to and follow instructions 			
BE PRODUCTIVE	<ul style="list-style-type: none"> *Do your best *Give assistance when asked *Complete assignments *Model good behavior even if others don't 			