

Panther Team Rules

Classwork and Homework

- Turning in assignments, projects, and graded classwork on or before due date will receive full credit. Any assignments and homework not turned in during class, on the day it is due, will receive zero credit.
- **Late Work:** We do not accept late work for credit. Late work will earn a 0.
 - Exception: **LARGE** projects/assignments Projects one day late = half credit Projects two or more days late = zero
- **Absences and Make-up Work:** If you are absent, you are responsible to make up work (projects, homework, quizzes, tests, notes, etc.) within a reasonable amount of time. For example, if you are absent one day, you have one day to make up work. After a reasonable amount of time, an automatic zero is given to incomplete assessments and assignments. Any assignments that were due the first day of an absence are due the day you return from an absence.
- If you miss school due to a family educational trip, all assignments are due on the day of your return. You must obtain all assignments **before** you leave for the trip. Families must notify the school in writing at least two weeks prior to the trip as per Student Handbook. Extensions may be given for special circumstances if student plans with teachers BEFORE deadlines.
- If you are absent for school sanctioned events (music practices, field trips, sporting events, etc.), you are responsible for asking for work **before** you leave. Any assignments due the day of the school sanctioned absence must be turned in **before** you leave for the event.
- **Cheating:** As per Student Handbook, First Offense: a zero (0) grade to be given on assignments, projects or tests where cheating occurred. Second Offense: Additional penalties will be enforced by the building principal or classroom teacher. Please note, plagiarism is a form of cheating.

Class Rules

- All students will use his / her agenda book to log daily assignments. All homework can be located on the school website.
- Students should be on time, prepared, and respectful in all classes.
- No candy, food, or drinks in class or homeroom at any time unless teacher permission is given (or medical excuse is provided to the nurse).
- Please refer to individual teachers' syllabi for any additional class rules or homework expectations that may apply.

Homeroom / Activity Period

- You must be in homeroom by 7:55 am with **ALL** materials. 4 lates to homeroom/activity period = detention
- **ALL** Panther Team homerooms and activity periods are silent study halls. Use of cell phones will be permitted only if earbuds are used and are kept with one in and one out of the ear (for safety reasons). Cell phones are to be used for academic purposes (as per the district policy) and must remain flat on the student's desk. You can only leave activity period if you have a club, activity, sport, library pass, tutoring, or work to do for another teacher. **YOU MUST HAVE A PASS.** Students are not permitted to go to other team homerooms to "hang out" or visit seventh grade homerooms. All students must sign out of activity period. Any student not reporting to assigned area, or meeting will receive disciplinary action. Activity period is an opportunity to get work done and prepare for tests or quizzes.



**We are looking forward to a great year! Panther Team Teachers:
Ms. Krevokuch, Mr. McElfresh, Mrs. Pence, and Ms. Sasso**