

HONOR LEVEL BEHAVIOR and REWARD SYSTEM

The System

At Jefferson Middle School, we promote an environment that positively reinforces responsible student behavior. We expect students to display good citizenship. This way of doing things is known as "The Jefferson Way." Students who display good citizenship are given special recognition and incentives.

The Honor Level Behavior System is comprised of four separate Honor Levels and seven progressive consequences. A student's Honor Level is determined by the number of points received. Students have privileges based on their Honor Level. Points received are actually demerit points given to a student by a staff member for poor student behavior.

The Levels

Honor Level 1 0 points. To qualify for honor level 1, a student has no infractions for the last fourteen (14) calendar days. All students begin the school year at Honor Level 1. Students at this level have all privileges such as grade level rewards, school wide reward day dances and roller skating, field trips, and other such rewards.

Honor Level 2 1-10 points Students at Honor Level 2 may have only one or two infractions in the last fourteen (14) calendar days. Students have all privileges with the exception of the loss of special grade level activities, special building activities/reward days, and some field trips.

Honor Level 3 11-20 points Students at Honor Level 3 will have had three or more infractions within the past fourteen (14) calendar days. Students at this level are not able to participate in special grade level activities, special building level activities, reward days, incentive drawings, and dances. They are eligible to practice in co-curricular activities, but are not able to play in games unless the participation is part of a grade for a class.

Honor Level 4 21 or more points Students at Honor Level 4 have lost all privileges. Practice and participation at co-curriculars is prohibited unless it is for a grade for a class.

Infractions and consequences

The Honor Level System provides for both forward and backward movement through these 7 stages of consequences. Forward movement occurs as an individual student is cited repeated times within a fourteen (14) day period of time. Backward movement occurs as points are removed once the 3 or 5 point consequence is (14) days old, or the 1 point consequence is (7) days old. One point infractions are not cumulative; therefore, they will cause the student to receive no more than a noon detention. In other words, in only 14 days, students can earn their way back to honor level I.

All one point infractions are 15 minute noon detentions.

All three and five point infractions are cumulative. In other words, {all within a 14 day window}, if a student earns any one 3 or 5 point infraction, their consequence is #1 below. If, within a 14 day window, a student earns a 2nd 3 or 5 point infraction, the consequence is #2 below. If, within a 14 day window, a student earns a 3rd 3 or 5 point infraction, the consequence is #3 below.....etc.

1. 15 minute noon detention
2. 30 minute noon detention
3. 25 minute M.A.S.H. (Mandatory After School Homework)
4. 40 minute M.A.S.H.
5. In-School-Suspension

6. Administrative Action -1
7. Administrative Action -2

ATTI-DUDE Program Rewards Kids!

The Honor Level Program at Jefferson Middle School is a program that will encourage our students to make good choices for themselves and others. One aspect of this outstanding discipline program is our ATTI-DUDE coupons. These coupons are earned when students are caught "doing the right thing" in our school building.

Any staff member that observes a student helping another student, giving extra effort to assist a teacher, helping out in the cafeteria or exhibiting constructive/positive behavior anywhere at anytime is rewarded with an ATTI-DUDE coupon.

These coupons may be dropped into a grade level bucket in the main office. If a student's coupon is pulled out of the 6th, 7th, or 8th grade bucket at one of our weekly or monthly drawings they receive a prize. Usually these weekly prizes are things like ice cream treats. We save all of the coupons and at the end of each quarter we draw three names for a JMS Eagles sweatshirt.