

Dunn Elementary's Minor and Major Behavior Definitions

Minor Behavior Issue	Definition
Defiance/Non Compliance	<p>Student engages in brief or non-interruptive behavior, but can be redirected.</p> <p><i>Examples:</i></p> <ul style="list-style-type: none"> - failure to follow directions - doing the opposite of what is asked
Disrespect	<p>Student delivers socially rude or dismissive messages that can be redirected or ignored.</p> <p><i>Examples:</i></p> <ul style="list-style-type: none"> - teasing others - talks back to teacher or students
Disruption	<p>Student engages in activities that are inappropriate and briefly disrupts others.</p> <p><i>Examples:</i></p> <ul style="list-style-type: none"> - tapping desk - clicking pen - slamming books
Inappropriate Language	<p>Student engages in inappropriate language that is not directed at anyone in particular.</p> <p><i>Examples:</i></p> <ul style="list-style-type: none"> - profanity - racial innuendos
Physical Contact/Physical Aggression	<p>Student engages in inappropriate physical contact.</p> <p><i>Examples:</i></p> <ul style="list-style-type: none"> - rough housing - corn dogging - flat tires - tripping
Property Misuse	<p>Student engages in misuse of property.</p> <p><i>Examples:</i></p> <ul style="list-style-type: none"> - breaking pencil lead - placing gum on school property - writing on desk with non-permanent writing device - breaking erasers
Technology Violation	<p>Student engages in inappropriate (as defined by school) use of any technology device.</p> <p><i>Examples:</i></p> <ul style="list-style-type: none"> - visiting non-approved websites - rearranging desktop

Major Behavior Issue	Definition
Abusive Language/ Profanity	Student delivers inappropriate verbal messages towards a person. <i>Examples:</i> <ul style="list-style-type: none"> - racial slurs - profanity at a person - threats
Bullying	Student engages in behavior that is aggressive and frequent including actions, making threats, spreading rumors, attacking someone physically or verbally, and excluding someone from a group on purpose which also includes electronic technology.
Insubordination	Student willfully challenges the power and authority of adults in a persistent manner that can not be easily redirected which include, but are not limited to: <i>Examples:</i> <ul style="list-style-type: none"> - following directions in class: refusing to sit down - the cafeteria: screaming - playground: refusing to comply to yard duty requests
Disrespect with intent	Student consistently delivers socially rude or dismissive messages to adults or students with intent.
Consistent Disruption	Student consistently engages in behavior causing an interruption <i>Examples:</i> <ul style="list-style-type: none"> - sustained loud talk - yelling or screaming - horseplay or roughhousing - sustained out-of-seat behavior.
Fighting	Student is involved in mutual participation in an incident involving physical violence <i>Examples:</i> <ul style="list-style-type: none"> - wrestling - use of fists or any objects - tripping with intent to harm another.
Theft	Students are involved by being in possession of, having passed on, or being responsible for removing someone else's property. Theft over a specific amount will result in the authorities being possibly contacted.
Harassment	The persistent delivery of disrespectful messages in any format related to gender, ethnicity, sex, race, religion, disability, physical features, or other protected class.
Inappropriate Display of Affection	Student engages in inappropriate, consensual (as defined by school) verbal and/or physical gestures/conduct, of a sexual nature to another student or adult.
Inappropriate Location/ Out of Bounds Area	Student is in an area that is outside of school boundaries (as defined by school).
Property Damage/ Vandalism	Student willfully participates in an activity that results in the destruction, damage, and/or defacing of school property or property located on the premises.
Technology Violation	Student engages in persistent and inappropriate (as defined by school) use of cell phones, music/video players, cameras, and/or computers.