

# Cornerstone Elementary School

Family Handbook

2017-2018

*“The Cornerstone is the first building-block of a foundation.”*



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# Cornerstone

## Positive Behavior Support Matrix

	Hallways	Recess	Restroom	Pick Up/Drop Off	Assemblies	Lining Up	Office	Extra –Curricular Activities (PE/Music/Perf. Arts)	Classroom
<b>A</b> Act Safely	Walk at all times	Take turns Share equipment Freeze/hands together when the bell rings Pick up equipment and put away Play in designated areas Follow playground rules	Keep hands and feet to yourself Keep the floor dry Use the toilet and the sink appropriately Report problems	Arrive to school on time Walk your backpack to class before lining up Stay seated in designated area while waiting for pick up Always enter and exit a car from the passenger side Never cross streets or parking lot without adult supervision If Hyte Street Gate is locked, go to the office for further information	Enter and exit quietly in your class line Hands and feet to yourself Stay seated until dismissed	Stand in a straight and silent line Stand on your own student number with your class	Check into the office if you arrive tardy	Enter and exit quietly in your class line Sit down quietly and wait for directions from the adult in charge	Following teacher directions Use materials appropriately Walk Keep your hands, feet, and objects to yourself
<b>B</b> Be Responsible	Organize backpacks and personal belongings Only wear or pull backpacks	Be a problem solver Clean up your trash	Utilize break time for the restroom Return to class promptly	Check into the office if you arrive tardy	Listen to presenter without talking	Listen to adult directions	Ask for permission to use the phone Use indoor voices	Listen to adult directions	Arrive on time Bring proper materials Come prepared to learn Stay on task
<b>C</b> Care for Others	Be quiet when walking by classroom Follow adult instructions	Use kind words and friendly voices Seek out those who need someone to play with	Use the restroom quickly and quietly Respect the privacy of others Flush after each use Keep the bathroom clean Keep sink area dry Place only toilet paper in toilet Throw away paper towels in the trash can	Be courteous to those that help you get in and out of your car Follow adult instructions Use quiet voices while waiting for pick up	Show appreciation appropriately by clapping Eyes on speaker Hats and hoods off	Keep your hands and feet to yourself at all times	Knock on office room doors before entering	Listen when other students are performing or speaking Use kind words and friendly voices	Keep your hands, feet, and objects to yourself Use kind words Listen to peers and adults Share materials

# Cornerstone

## Progressive Discipline Matrix and Offenses

Minor Offenses	Major Offenses
<ul style="list-style-type: none"> <li>• Lack of material</li> <li>• Passing Notes</li> <li>• Talking/Yelling</li> <li>• Non-working/Non-Participation</li> <li>• Inappropriate use of electronic device</li> <li>• Hands-on Behavior</li> <li>• Noncompliance</li> <li>• Defiance</li> <li>• Repeated disruption of instruction</li> <li>• Minor destruction of property</li> <li>• Abusive/Inappropriate language</li> </ul>	<ul style="list-style-type: none"> <li>• Writing on school property</li> <li>• Major destruction of property</li> <li>• Theft</li> <li>• Dangerous objects</li> <li>• Harassment</li> <li>• Physical Aggression</li> <li>• Bullying</li> <li>• Chronic Offenses/No Improvement</li> <li>• Leaving class without permission</li> <li>• Abusive Language</li> </ul>
Minor Offense Possible Consequences	Major Offense Possible Consequences
<ul style="list-style-type: none"> <li>• Nonverbal Cue</li> <li>• Proximity</li> <li>• Timeout</li> <li>• Student Conference</li> <li>• Verbal Warning</li> <li>• Parent contact by phone</li> <li>• Parent/Student/Teacher Conference (explain expectations, discuss observed behavior)</li> <li>• Behavior contract</li> <li>• Loss of privileges</li> <li>• Restitution or apology</li> <li>• Remove from class</li> </ul> <p>Mandatory</p> <ul style="list-style-type: none"> <li>• Low Level Referral Form</li> </ul>	<ul style="list-style-type: none"> <li>• Parent Contact</li> <li>• Parent/Student/Administrator Conference</li> <li>• In-school suspension</li> <li>• Out of school suspension</li> <li>• Class Suspension</li> <li>• Loss of school activities</li> <li>• Counseling</li> <li>• Student Success Team Referral (chronic behaviors)</li> </ul> <p>Mandatory</p> <ul style="list-style-type: none"> <li>• Office Discipline Referral</li> </ul>

# CORNERSTONE SCHOOL

## CHARACTER TRAITS OF THE MONTH

SEPTEMBER	HARD WORK AND ENTHUSIASM
OCTOBER	FRIENDSHIP AND LOYALTY
NOVEMBER	COOPERATION
DECEMBER	SELF-CONTROL AND DETERMINATION
JANUARY	ALERTNESS AND ACTION
FEBRUARY	FITNESS AND SKILL
MARCH	TEAM SPIRIT
APRIL	POISE AND CONFIDENCE
MAY	PERSONAL BEST

### COACH WOODEN'S PYRAMID OF SUCCESS



**“Success is happiness in your heart because you made the effort, 100%, to do your best!”**

## Harper for Kids

**Hard Work:** Preparing for Success means you must work hard. Are you preparing to Succeed or preparing to fail? If you are looking for the easy way, a short cut or trick you are preparing to fail because success requires old-fashioned hard work. Remember: Only you know if you are working as hard as you can.

**Enthusiasm:** You like what you like. Do what you like at your highest level. Your heart must be in it. Without Enthusiasm you can't achieve your fullest potential. Hard Work combined with Enthusiasm is your powerful engine.

**Friendship:** To make a friend you must be a friend. Friends are your family, teammates, classmates, and workmates. They help you succeed and achieve your goals. Friendship is mutual. It is not a one-way street. Good Friends do kind things for each other.

**Loyalty:** Strive to be reliable and dependable. Keep your word by doing what you say you will do. When you have Loyalty others will be loyal to you! It means giving respect to those you work with. Respect helps produce Loyalty.

**Cooperation:** Working together with each other requires teamwork. If you wish to be heard, listen. Cooperation means working together in all ways to accomplish the common goal. It also allows individuals to move forward together instead of going off in different directions. Two horses pulling a wagon must move in the same direction, or the wagon does not move.

**Self-Control:** Discipline *yourself*, so others don't have to do it for you! Be in control of how you behave. Good judgment requires Self-Control of your feelings. Bad judgment comes from poor Self-Control. How can you perform at your best when you are using bad judgment?

**Determination:** Success takes lots of time and will bring lots of set-backs. Don't quit; don't back down; keep trying time and time again! You may have to start over. You may have to go around, or over, or under. But do not quit. Stay the course. Quitters will not succeed because success takes lots of Determination.

**Alertness:** Pay attention to everything that is going on around you all the time. Listen with your ears and your eyes. Listen with your nose and even your hands. Don't fall asleep on the job! Always be 'listening and learning' and you'll be heading to success.

**Action:** Do not sit on your hands and do nothing. Instead, raise your hand and then speak up. Do not be afraid to fail. Instead be afraid of failing to act! If you are afraid to act because you fear failure, you will never do the things you are capable of doing.

**Fitness:** To do your best – 100% - and succeed you must eat right, think right, and act right. True happiness comes from within oneself. Making the full effort to do the right thing can never be taken away from you. If you see others breaking the rules tell yourself, "They are hurting themselves, but they are teaching me what not to do."

**Skill:** Be good at what you do. Learn the subject. Master the task whether it's geography or gymnastics. You have to know what you're doing and be able to do it quickly and properly. To improve your level of Skill takes practice, study, and repetition, repetition, repetition.

**Poise:** Who *you* are is a gift, so be yourself. Do not act or pretend to be something you're not. When you are yourself and make an effort – 100% - to be the best you can, you are a success. Your goal is not to satisfy the expectations of another but to fulfill your own expectations. So, set them high! Give your total effort to becoming the best you are capable of being. It takes Poise to accomplish this.

**Confidence:** Have faith in yourself and what you can achieve. Poise and Confidence are made with proper preparation: The Pyramid of Success. Every block is built with the others. When all are in place, one can achieve Poise and Confidence. They happen naturally from proper preparation.

**Personal Best:** You have achieved the highest kind of Success when you have made the effort – 100% - to do the best you can do. You and only you determine whether you achieve Success: Peace of mind is knowing you made the effort – 100% - to do the best you can do!

## CORNERSTONE SUCCESS TICKET



STUDENT NAME/ROOM # \_\_\_\_\_

Gave **100% effort** demonstrating exceptional use of this character trait from  
Coach Wooden's Pyramid of Success.

Check All That Apply	<b>ACT SAFELY</b>
	<i>Self-Control</i>
	<i>Fitness</i>
	<b>BE RESPONSIBLE</b>
	<i>Hard Work</i>
	<i>Enthusiasm</i>
	<i>Determination</i>
	<i>Alertness</i>
	<i>Action</i>
	<b>CARE FOR OTHERS</b>
	<i>Friendship</i>
	<i>Loyalty</i>
	<i>Cooperation</i>

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## Lunch Table Guidelines

### RECESS:

- Healthy snacks should be eaten during recess break.
- Kindergarten students will eat their snacks in the Kindergarten yard. Students in Grades 1 – 4 will eat their snack in the blue covered area on the playground. 5<sup>th</sup>- grade students will eat their snacks at the 5<sup>th</sup>- grade tables just past the arbor in the covered lunch area.
- Sharing of food is not permitted.
- All students must throw away trash and clean up eating area.

### LUNCH:

- Lunch brought from home or bought at school is to be eaten at the designated grade-level table (see Recess section above).
- Students are to be seated while eating.
- Sharing of food is not permitted.
- Students are to remain seated until dismissed by a yard supervisor.
- When dismissed, all students must throw away trash, clean up eating area, and put away their lunch boxes before going to the playground.

**\*When lunch is over, make sure to pick up your belongings and bring them to the designated area. There should not be any lunchboxes, sweaters, or other personal belongings left at the lunch tables or on the playground.**

# Playground Guidelines

## GENERAL RULES:

- Always follow the ABC'S.
- Tag or chase games are not permitted. The only exception is the 50 states game.
- No running near or on the playground equipment
- No kicking a ball when you lose a game or if a ball comes into your play area.
- Baseball and football are only allowed with the classroom teacher, PE teacher, the principal, or any other adult supervision.
- The restrooms should be kept clean at all times. No locking bathroom doors and playing inside the restroom.

## SLIDES:

- Only one person on the slide at a time.
- Always slide sitting down, feet first only.
- The person waiting to slide must wait at the bottom of the ladder.

## BARS:

- Always use two hands.
- Hanging upside down is never allowed.
- No sitting on top of the bars.
- If you are asked to stop a particular action on the bars, you are expected to stop immediately.

## SWINGS:

- Students must always sit on the swing.
- Students are not allowed to jump off of the swings or any other equipment.
- Always face toward the playground equipment.
- Twenty (20) swings if others are waiting for a turn.

## SECRET GARDEN:

- This area is for quiet activities such as reading, talking, and drawing.
- Students may only be in the Secret Garden when there is a teaching parent, teacher, or principal there to supervise.

## END OF PLAYTIME:

- Always FREEZE and put your hands together when the bell rings.
- At the sound of the whistle, walk quietly to your classroom number, returning all equipment to the ball cart.
- Stand quietly in line until you are asked to return to class.
- **No balls should be thrown after the bell rings.**

# BASKETBALL

**GAME SUMMARY:** Work with your teammates to score points by throwing the ball into your side's basketball hoops. Also, attempt to block the ball from going into the opposing team's basketball hoop.

1. 5-7 players on each team.
2. Rotate in additional players.
3. Optional: Student Referee
4. The game will end for rough play or bad language.
5. If a circle is present, each basket counts for 2 points inside the circle and 3 points outside the circle.
6. Game can be played on the  $\frac{1}{2}$  court or full court.
7. No fouls.

## CAPTURE THE FLAG

**OBJECT OF THE GAME:** Players try to capture the opposing team's flag and successfully run with the flag back to their "home area" without being tagged.

**PLAY AREA:** "Capture the Flag" will be played on the open field between two softball fields.

1. A maximum of 10 players are allowed on each team. Students are selected as individuals – not as a packaged group.
2. No pushing or body contact. Players must pull the opposing team's flag.
3. The jail areas are not safe. Players released from the jail area must return back to their home with hands above head along with the player that released them. You **MAY NOT** go after the flag from the jail. Jail trains are okay.
4. No timeouts called at any time.
5. New rules may not be added during the game.
6. The flag may not be hidden and must be in clear sight, when in the hula hoop safe zone. You may pass (handoff or toss) the flag to another teammate. If it hits the ground, it is quickly and immediately returned back to the safe zone inside the hula hoop.
7. You may not step on the flag to prevent it from being captured. Defenders must remain outside the cones around the hula hoops that hold the flag.

# DODGEBALL

**Skills:** Throwing for accuracy. Dodging a thrown object.

**Area:** Tennis Court Area

**Number of Players:** 20

**Supplies:** 3-5 playground balls

1. Number of Players is open to as many that can play. There needs to be an even number of players selected to be on the inside and outside of the circle.
2. The ball must be thrown to hit players from the chest down, including arms.
3. An even number of balls on each side to start the game. Count 1, 2, 3 **THROW** to start the game
4. When players get hit with the ball, they move to their teams "out" line which is on the north side of the tennis court by the map. You may **NOT** stand on the white lines of the court.
5. If the ball passes outside the playing area students must retrieve it and throw it from inside the game area.
6. Players may only hold the ball for a count of 3 apples and then must throw it.
7. If the opposing player catches a thrown ball in the air, the thrower is now out.

## **GaGa Pit**

1. Players start with their backs towards the wall. One player tosses the ball into the air.
2. All players yell "Ga" on the first bounce and "Ga" on the second bounce. The ball is in play!
3. Participants may only hit the ball with an open hand, and may not throw, carry, or dribble.
4. Participants may not use the wall to "push up" or move away from the ball.
5. Participants are out if the ball hits them or their clothing below the waist at any time.
6. Participants may not catch the ball but may block with both hands at any time.
7. Participants must wait until the ball touches someone else or the wall before hitting again (no double touches).
8. If the ball leaves the GaGa pit, the last player who touched the ball is out.

# HANDBALL

1. Handball can be played with two, three, or four people.
2. There are four handball courts on the playground.
3. Only "bouncy" red/yellow balls may be used to play the game.
4. The ball may only be hit with closed hands or two hands. No open hand contact with the ball.
5. Players may not add new rules to the game. New rules may include: "under doggies," "over doggies," or "bus stop."
6. The ball is allowed to bounce once before hitting the wall and a minimum of once after it hits the wall. You may strike the ball before it hits the ground.
7. All players take turns hitting the ball against the backboard.
8. A player is out when:
  - The ball bounces more than once
  - If the ball does not hit against the backboard on the court
  - The ball hits them
  - If they use an open hand to strike the ball
  - If the ball bounces outside of the sidelines or back line
9. The game starts after the ball is hit three times. You may not get a player out on a serve. You must serve behind the white line on the court.
10. Players wait on the crack in between the court or on the white line of the basketball court. No player may stand next to the wall or be in the way of the game.

# HOPSCOTCH

**GAME SUMMARY:** Each player has a marker (Small rock, chain, etc.) Toss your marker into the first square then hop over the marker into the next square and complete the course. Reach down to pick up your marker on your way back to the first square.

1. Two to four players at a time can play.
2. It is OK to hop out and back in at the last square.
3. After tossing marker and hopping up and back, it is the next player's turn.
4. If you're are unable to hop "up and back" on your turn, you must try that same square again on your next turn.
5. The first player to successfully toss a marker into each square and hop "up and back" after each toss is the winner.

# FLAG FOOTBALL

**OBJECT OF THE GAME:** To work with your teammates to score as many touchdowns as possible during the playing time.

1. A maximum number of 10 players per team. Additional players may rotate in.
2. The game may only be played with adult supervision.
3. The quarterback has the count of 5 apples before the defender can rush them.
4. The ball may only be carried once every three downs, and the quarterback may run once every 3 downs.
5. No tackling, pushing, tripping, or bumping into other players.
6. The play area is from the edge of the handball court to the fence between the two softball fields, with four cones outlining each end zone and nine cones for each sideline marking every 10 yards.
7. You have four total downs to make it to the end zone. If not, it is a turnover to the opposing team, and they start on their 20-yard line.
8. Each touchdown scores 7 points. There is no punting of the ball.
9. The game begins with the offense starting their first down at the 20-yard line.
10. The game will be stopped for bad language and roughhousing.

## FOUR SQUARE

**OBJECT OF THE GAME:** To eliminate one of the four players to advance to the highest position on the court called the "King's Square." The ball is hit between squares until players are eliminated.

1. Using a bouncy ball, the player in the King's Square serves the ball into another square with an open hand or closed fist. Players may hit the ball with either one hand or two hands clasped together.
  
2. A player loses his/her turn when:
  - Failing to hit the ball into another square
  - Hitting the ball out of turn
  - Hitting the ball incorrectly
  - Hitting the ball out of bounds
  - Holding, catching, or carrying the ball

## **POISON**

1. Each team is limited to 10 players. Each player is given a number.
2. Players waiting to play must sit on the sidelines. Players may rotate in after 2 minutes of play. For fairness, rotate players by calling out the numbers in order.
3. The game is played with a volleyball or red ball.
4. One team member starts the game by throwing the ball over the net and at the same time calling out the name of the player they want to catch the ball.
5. If a player drops the ball, they are out.
6. If someone other than the named player catches the ball, the named player may stay in.
7. Named player is out if the ball touches the ground.
8. If a player calls poison instead of an individual name, and if the ball is dropped, then all players that were "out" will return to the courts.
9. When all players on one team are out, a new game is started.
10. Disagreements of any kind are settled by a vote and the majority rules.
11. Poison is to be played on the netted court.

# **SOCCER**

**OBJECT OF THE GAME:** To work with your team to kick the ball into the opposing team's goal.

**PLAY AREA:** The field between the two soccer goals.

1. A maximum number of players per team is 11.
2. A player may not use their hands to stop the ball unless they are the goalie or they are throwing the ball in from the sidelines. If a player does not use their hands correctly, a penalty kick may be taken.
3. If a player is observed purposefully kicking the ball over the fence, the player will be suspended from the game.
4. The game will be stopped for bad language and roughhousing.

## TETHER BALL

**OBJECT OF THE GAME:** To be the first player to wind the rope around the pole in his/her direction.

1. One player is the server.
2. The ball may be hit with an open or closed hand.
3. Servers hit the ball and try to wind it up on the pole in the direction of the serve.
4. The opponent must hit the ball once before the game is official. If the server starts the serve and keeps hitting until the ball is wound tight without letting the opponent get a chance to hit the ball, then the opponent is considered the winner.
5. The game is completed when:
  - The ball is wrapped tightly around the pole provided both players have hit the ball. The player who has wound the ball in their direction is the winner. A winning player plays the first person waiting in line.
  - If others are waiting, a total of 25 hits by both players combined shall constitute the game. If the ball is not wound up with 25 hits, both players retire. The first player in line will do the counting and should call out the count.
  - Any of the following fouls shall constitute forfeit of the game and the retirement of the player in error:
    - i. Hitting the ball with any part of the body besides the hands
    - ii. Holding or catching the ball
    - iii. Touching the pole
    - iv. Stepping over the line into the other player's territory
    - v. Touching the rope at any time

# **VOLLEYBALL**

1. Teams of even number of players
2. Team members are positioned at the net, in the middle, and at the back of the court.
3. Rotate players clockwise. The player in the right back position serves.
4. Points are scored when the ball hits the ground or goes out of play.
5. First team to reach 5 points wins.
6. New players may enter the game at a dead ball if there are even numbers.

## **50 STATES GAME**

**OBJECT OF GAME #1:** One person is "it" and tries to tag the other players. If a player is tagged, then they are "it". One state is designated as "safe" at the beginning of the game.

**OBJECT OF GAME #2:** One person calls out the name of a state and tries to tag the other players before they get at least one foot on the state called.

*\*When playing either 50 States Games, all players must stay within the map area.*

## Pick Up and Drop Off General Guidelines

- Always arrive at school on time. Student tardies and absences should be kept to a minimum. Letters to parents indicating excessive absences/tardies will be sent home as needed.
- Students are not to arrive at school before 8:15 am. Students that accompany parents for their 8:10 TP shift, must stay with their parent or wait at the tables near the office.
- Students who are participating in any before school activity (i.e. chorus, ensemble, run club) should arrive no earlier than five minutes before the activity begins.
- At pick up time, students are to sit on a bench and wait quietly for their car.
- Students should wait for a teaching parent to assist them while entering or exiting a vehicle. Always enter and exit a car on the passenger side.
- Students should never cross a street without an adult.
- Students in grades K-2 must be picked up and dropped off at the front of campus, near the MPR.
- Students in grades 3-5 may use the stairs located on HYTE for pick up and drop off. No younger siblings are permitted.
- For all late pickups, students must wait in the office, or on the benches outside the office for their ride.
- Students must always ask Ms. Jeri before using the office phone.
- Please observe the No Parking signs in front of the school on Monday from 1:00-2:30 and Tuesday - Friday from 2:00 – 3:30 p.m.

## Sibling Watch

- 1<sup>st</sup> and 2<sup>nd</sup>- grade students who are waiting for an older sibling to be dismissed at 3:00 pm should sit at the round tables outside the office and wait quietly for the upper grade bell. These students should not be on the playground or walking around the school. Students who have trouble following this rule, will be removed from sibling watch and their parents will be called to pick them up.
- **SIBLING WATCH IS ONLY AVAILABLE TO THOSE STUDENTS WHO ARE WAITING FOR AN OLDER SIBLING'S DISMISSAL.** All other students must be picked up at their dismissal time.

# CORNERSTONE ELEMENTARY SCHOOL

## Procedures & Safety Guidelines for Student Drop-off and Pick-up

**MORNING DROP-OFF BEGINS AT 8:15am (TPs are on duty)**

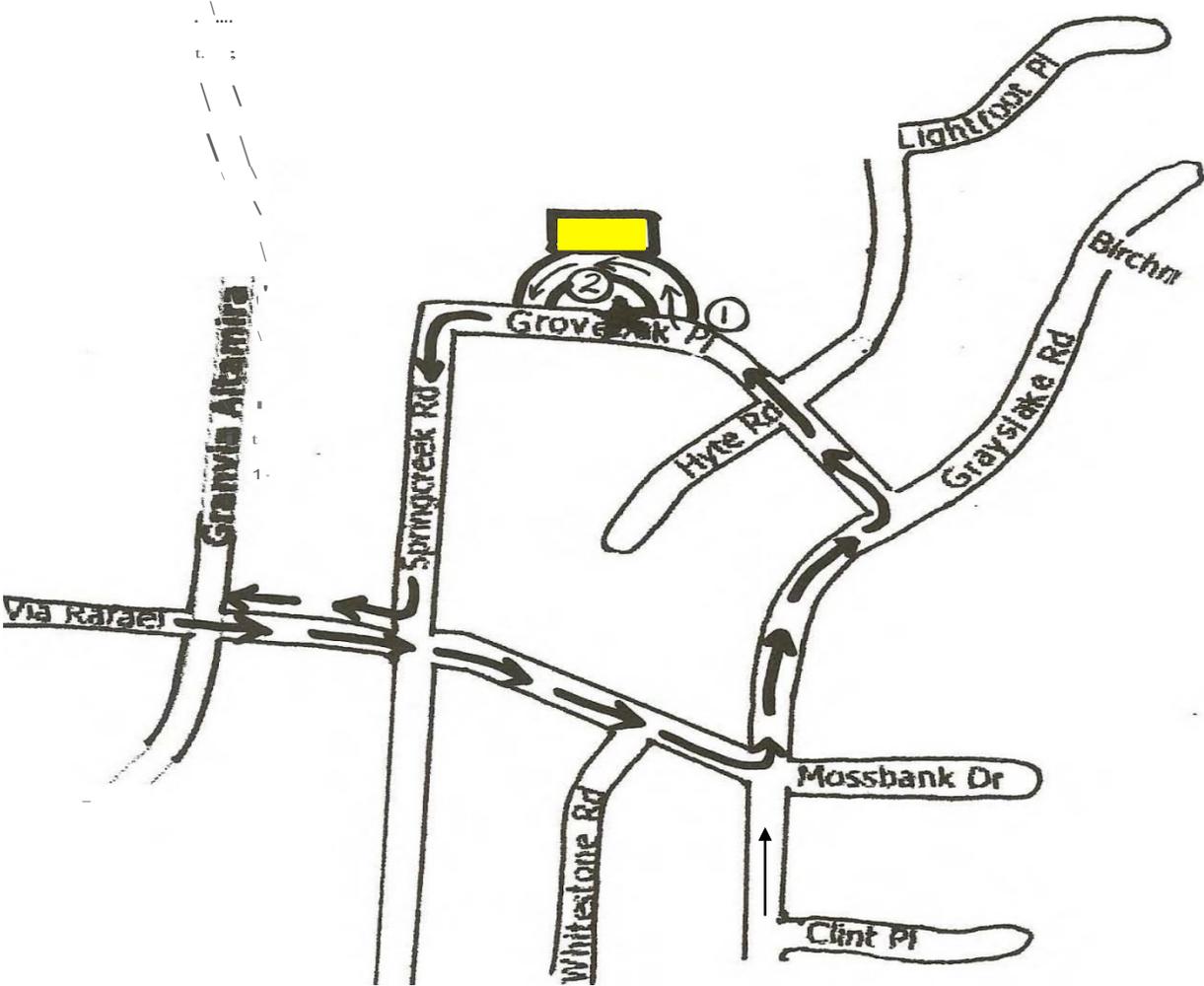
**\*\*SCHOOL POLICY IS UNATTENDED STUDENTS**

**CANNOT BE DROPPED OFF BEFORE 8:15am\*\***

1. Parents should never turn LEFT into the driveway in the front of the MPR.
2. The curbs at Groveoak Place and Hyte Street must be clear of parked cars during pick-up and drop-off. These areas are identified by the NO PARKING signs.
3. *This will allow the cars in the pick-up or drop-off lanes to "hug the curb" and maintain safe access to the vehicles.*
4. The Drop-off/Pick-up lane in front of the MPR (designated by the yellow line) must be kept clear of parked cars from the hours of 8:00 AM until 3:30 PM.
5. Driveways (especially those of the houses in the neighborhood) and all crosswalks must be kept clear for safe passage by pedestrians.
6. Pedestrians (students and parents) must enter and exit the school using the sidewalks and crosswalks. Do not walk through the parking lot and do not enter through the maintenance/trash bin yard.
7. Students are to enter and exit their vehicles only when directed to do so by a teaching parent on curb duty. Drivers are to remain in their cars at all times.
8. **Avoid any behaviors that will slow down the flow of traffic, including:**
  - a. Talking with a teaching parent on curb duty
  - b. Exiting your car for any reason. Teaching parents will remove all items
  - c. Parking your car in the drop-off/pick-up lane in front of the MPR
9. Always follow the directions of the teaching parents on duty.
10. Obey traffic laws and regulations at all times.
11. **Pickup your student at designated grade level pickup time.**

*Attached are maps showing Drop-off/Pick-up traffic pattern for Groveoak Pl. & Hyte Street*

Groveoak Drop off and Pick-up Procedures  
K-2nd Grade & 3-5 with Younger Siblings



\*  
School

CD Pick Up Only at 2:35 & 2:56 in Front of School

Ⓡ Pick Up & Drop Off in front of MPR



## **Rainy Day Procedures**

- If students are dropped off between 8:15-8:30 they are to go directly into the MPR, with their backpacks, and wait until they are picked up to go to their classrooms.
- Dismissal Time: 1<sup>st</sup> - 5<sup>th</sup> - grade students will bring their backpack into the MPR and sit down quietly until their name is called to go home. Kindergarten students will be dismissed from their classrooms.
- Due to safety concerns, the HYTE Street Gate will be closed when it is raining or if the stairs are wet.

## **Additional Information**

- Students should arrive at school by 8:30 am. If you arrive at school late, your parent must go to the office and sign you in. You will be given a tardy slip to give to your teacher.
- To minimize classroom disruption, parents should leave forgotten student belongings at the office. The office staff will ensure that students retrieve belongings at an appropriate time.
- If students are being checked out early, parents should report to the office to sign their child out.
- Parents who choose to pick up their Kindergarten children and wait with them until the 2:35 pm dismissal bell should sit at the round tables outside the office and wait. Children should not be running around the grass outside of the office.
- Students should always wear close-toed shoes at school.
- Pets are not permitted on the school campus.



## Family Signature Page

I have read the Cornerstone Family Handbook. I promise to Act Safely, Be Responsible, and Care for Others. I understand that there are consequences and rewards for how I choose to behave. I will do my part to create a school wide positive environment.

Student Name	Grade	Teacher

Student Signature(s): \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Parent Signature: \_\_\_\_\_

**\*\*Please return this page to the basket in the office.**