

Creekside Elementary School

Student Handbook

Welcome

Welcome to Creekside Elementary School. We have so much to be proud of in our school. One aspect that we pride ourselves in is the respect that we have for our school, as well as for each other and learning. An integral part of a learning community is the parents. We appreciate your support to ensure that Creekside is a safe and caring place.

Creekside's handbook outlines the rules and expectations of our learning community. Please read and follow the rules in this handbook as we teach respect and responsibility for our actions. We look forward to another wonderful year and our partnership in promoting a safe environment that instills respect and caring.

Robin L. Robinson and Creekside Staff

The Six Pillars of Good Character

**Trustworthiness, Respect, Fairness, Caring, Citizenship,
Responsibility**

General School Rules

Academic Honesty

In support of the District's Academic Honesty Policy 3.40, students are expected to demonstrate acts of honesty at all times. Teachers and staff members will support and enforce all District rules of academic honesty and provide a learning environment that does not allow or tolerate dishonesty. Any student who violates the rules of the Academic Honesty Policy will be subject to disciplinary action.

Harassment

We believe that every student has the right to attend school and learn...

- Without being called names, and;
- Without being threatened, harassed, or bullied for any reason.

Harassment is unwanted and unwelcome behavior from another person that interferes with an individual's life and well-being. When this behavior is sexual in nature, it is "sexual harassment". When the behavior is motivated by a prejudice against another person's race, ethnicity, sexual orientation, religion or gender, it is discrimination and could be described as "hate behavior" in some cases.

This type of intimidation and harassment will not be tolerated in our school and is also inappropriate in our society. It is our intent to promote the rights of equality and human dignity basic to our American ideals.

If you feel that you have been the target of harassment, threats, or bullying, it is important that you tell someone you trust like a parent, teacher, principal, or another adult. They may offer some excellent advice on how to deal with the situation or they may need to intervene on your behalf.

Additional information is available from your principal including a complete copy of the District policies on this subject.

To and From School:

Student safety and behavior to and from school as well as on campus is subject to the same rules and consequences. Please review the following with your child/children:

- Students must walk on sidewalks or designated pathways only. Do not cut across lawns or landscape.
- Cross only at designated crossing. Students coming from Springhurst Drive should cross to the west side of the street at the new three way stop sign and enter the school grounds via the stairs at the play-ground.
- Students may not play on the playground prior to the 8:40 AM bell. Supervision begins at 8:40 am on the playground.
- Student drop off and pick up is allowed in the parking lot in front of the school and the bus loop only. Please be patient, it takes awhile with our 700 students.

- Students are to remain out of the hallways before school until the 9:00 am bell.

Clothing Standards:

Clothing needs to be appropriate for classroom and outside play. Tops need to have straps over the shoulder. Tops are not to go below the upper 1/3 of the back and cleavage is not to show in the front. Shorts and skirts need to meet or be longer than the tips of the fingers when arms are extended down the side of the body. Sagging of pants is not allowed.

Thongs or flip-flops may not be worn to school. Sandals may be worn as long as they fasten securely on the feet with a strap around the ankle. **Tennis shoes are the best choice.**

Hats may not be worn during assemblies or in the school office. Hats in the classroom will be the decision of the individual teacher. Hats will be allowed on the playground, but may not be used as a keep away game.

If a child does not meet these requirements they will be asked to change into office provided clothing or wait in the office until appropriate clothing can be provided by the parent.

LUNCH AREA RULES

- Remain seated at all times while in the lunch area
- Do not run or skip when coming to or from the lunch area
- Do not cut between tables in order to get in the lunch line
- Playing on the stage is not permitted
- No throwing food at anytime (not at another person or under the table)
- Finish eating before going out to play

PLAYGROUND RULES

Please go over these general playground rules with your students:

1. The official purpose of recess is to provide students with an opportunity to get a drink, use the restrooms, and get some exercise.
2. Bells - When bells ring, students freeze. This means tetherballs are dropped and no one

moves. When whistle blows, kids put equipment away and walk to their designated line spot. NO more tetherball or last shots at the hoop.

3. Students may not walk, climb or jump on the boulders. They may sit on the boulders.
4. Harassment, including racial, ethnic, sexual or physical will not be tolerated.
5. There will be no profanity or unkind words used on the playground.
6. The restrooms are not to be used for hiding or playing. They are to be left as clean as possible. The drinking fountains are to be used for drinking, not squirting or playing. The restrooms by the lunch area are the only ones to be used at recess or lunch.
7. Do not play in the halls or on the patios; children are not allowed to return to their classroom during recess time without permission for any reason.
8. There should be no running through games, on the equipment platforms or under the equipment.
9. Use the blacktop for jump rope, four square, hopscotch, tetherball, basketball and racing games.
10. Jump ropes are to be used only for jumping rope. Do not tie them around anyone or play any other games with them.
11. Bats and softballs may be used only in organized games with adult supervision during PE time.
12. All ball games such as kickball and soccer are to be played on the grass field.
13. Do not return stray balls by kicking. Roll or throw the ball back to its owner.
14. Any balls, jump ropes, or other equipment brought from home must be clearly marked with student's name and room number. We are not responsible for lost or stolen items brought from home. Toys should not be brought to school.
15. No baseball, tennis balls or balls smaller than these, are to be brought to school.
16. Balls are the only objects we throw at school. Do not throw rocks, sand or grass.
17. Throwing balls or bouncing balls against any part of the building or patio walls is not allowed.

18. Do not climb fences, trees, backstops or frames on the swing.
19. There will be no cuts in line. Anyone who gives or takes cuts must go to the end of the line.
20. Do not chew gum or eat on the playground. Snacks are to be eaten on the benches ONLY.
21. On blacktop days students are to play on the blacktop. Stay away from the puddles.
22. When you hear a "Yard Duty" whistle, stop and look. It may be for you.
23. Do not sit on equipment.
24. There will be a time when your teacher or yard duty may change a rule. This will be temporary and according to the playground conditions at the time.
25. Stay off hillsides.
26. When coming to or from the playground, there is no running or bouncing balls in the hallways.
27. No playing with balls in line.

The following games and behavior are **not** allowed at Creekside:

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|---------------------|--------------------------|
| Football | Chicken Fights |
| Crack the Whip | Kicking, Hitting |
| Bumpball, Dodgeball | Gymnastics |
| Punching or Pushing | Martial Arts |
| Keep Away | Pretend guns |
| Piggyback rides | Defacing School Property |
- Playing with Sticks or Rocks
- Playing With Sharp or Pointed Objects
- Digging outside of the sandbox
- Hourseplaying

TETHERBALL RULES

PLAY

The player who serves first is chosen by lot. After the first game, the new opponent gets the first serve. The winner is given his choice of the side of the court on which he wishes to play and the direction in which the server will serve the ball. The server starts the ball by tossing the ball into the air and striking it with his hand or fist. As the ball travels around the pole, the opponent tries to hit the ball back in the opposite direction. The ball is considered in play until the server's opponent hits the ball, i.e., the server cannot win the game by winding the rope completely in his direction before the opponent has had the opportunity to hit the ball at least once. The player who first winds the ball completely around the pole, wins the game. The winner can only remain in the court for 3 wins. After that, he/she must get back in line if he/she would like to play again. During the game, each player must remain on his own side of the court.

FOULS:

Play stops immediately after a foul has been committed. A player who commits any of the fouls listed forfeits the serve (not the game) to his opponent. The opponent then serves to continue the game. The following are fouls.

- Hitting the ball with any part of the body other than the hands or forearms.
- Stopping continuous play by holding or catching the ball.
- Touching the pole with any part of the body.
- Interfering with the progress of the game by hitting the rope with hands or forearms.
- Playing the ball while standing outside the playing zone.
- Stepping out of the playing zone.
- Throwing the ball.
- If a game has gone on too long, those waiting may count to 60. The person with the most winds of the rope will be the winner.

SCORING:

The player who first winds the rope completely around the pole wins the game.

FOUR SQUARE RULES

Number of players: Four players, one for each square, 12 players total

PLAY:

The object of the game is to advance to square A and stay there as long as possible. The rotation of players is from D to C to B and finally to A. D always starts the game. The first serve must be fair. From a bounce D strikes the ball with either one or two hands, directing the ball so that it bounces into one of the other squares. The player to whom the ball is served returns the ball to any of the other three squares off the first bounce only. When play is stopped because of a violation, the player committing the violation goes to the end of the waiting line. The person in the waiting line becomes the player in square D.

FOULS:

The play is continued until a player commits one of the following violations:

1. The ball lands out of the squares. (Liners are good.)
2. The ball is hit with the fist.
3. The ball hits a player in another square. In this case, the player who is hit is out, and not the player who served the ball.
4. Holding the ball (holds, stickies, etc.)
5. The ball is made to bounce over the intended receiver's head.
6. Double hits and double bounces.
7. Hitting the ball before it bounces in your square.
8. "War", "Tea Parties", etc., (Both players are out).
9. Playing on an out (all players are out).

HANDBALL RULES

Up to 12 students may play handball at any given time and then the court will be closed. Only 4 players are permitted on the court at a time, others will line up to wait their turn. However, if all courts are closed and there are students who want to play, the courts will

then be open. Players may not kick the ball against the wall.

The serve must land in the outer court, yet stay within the boundaries of the outer court. There will be no cross-countries on a serve. There will be servers mistake only once.

Fair:

holdies - only for 3 seconds

babies, except on a serve

computer

teams

cross-country

powerhouses

Limo

Unfair:

making up new or special rules

cutting in line

no restarts if you lose

no court challenge

Considered "Out" in Handball

Treetops/over the wall, pops, monkey pushes, black/white magic, skimmers, touchies, backstops

Waiting Line

People waiting in line must remain outside the boundary line; otherwise the player committing the foul will not be out. Any player who interferes with the play will be out.

Disagreements

The people waiting in line will vote on whether the play in question was good or not. The **majority** decides whether a player will be out or not - **NO ARGUMENTS** or you will be asked to leave the game. There will be no complaining when you get out. No name calling

BASKETBALL RULES

- Courts are first come, first serve
- No more than 12 players per full court, 6 people on each team
- One ball per court
- Balls may not be thrown farther than half court
- No pushing others off their $\frac{1}{2}$ court in order to play full court

SOCCER RULES

Limit 20 players total, 10 per team. Soccer is to be played with the use of cones as goals.

KICKBALL RULES

Limit 12 players per team. When playing kickball, we do not throw the ball at anyone to get him or her out. The person holds the ball and touches the base. The ball should never touch the player.

APPARATUS RULES

General Safety

At least one hand **MUST** be in contact with the apparatus at **ALL** times (except when sliding down slide). No standing or sitting on top of any apparatus equipment. Only one person may be on the swings or slide at time. Time Limit: Unless otherwise stated, a one-minute time limit will be placed on apparatus equipment. This can be decided by counting to 30.

Horizontal Bars

- Usage - Chin-ups
- Use arms to pull body up until chin is above the bar and then return to hanging from the hands.
- No swinging from the bars
- No jumping off the bars
- Both hands must be used at all times

Horizontal Ladder

- Usage - Travel forward across the ladder by grasping each rung of the ladder.
- Traveling once across is one turn
- Only one child uses the ladder at a time
- No climbing or sitting on top of the bars

Balance Beam

- Usage-Walk forward or backward in a variety of ways maintaining your balance at all times.
- Travel once across is one turn .
- Only one child uses the balance beam at a time.

Slide

- Only one child on the slide going down
- Only one child on the ladder going up.
- Slide down sitting face forward only. Sliding on your knees, stomach or headfirst is NOT allowed.
- No running/climbing up slide

Swings

- You may count to 30 and then take your turn on the swing.
- You may not save swings.
- Swing straight- no twisting.
- Both hands must be used.
- No counting back.

Rings

- Start from one end and go across.
- No climbing or sitting on the rings.
- Skipping is not allowed.

Fireman Poles

- Go straight down the pole.
- No twisting around the pole

Backstops

- To be used only for the use of organized kickball games
- No climbing

Ladders

- To be used to go "up" only
- Only one person at a time

Blue Chain Ladder

- Only one person per section