

HOUGHTON MIDDLE & HIGH SCHOOLS GRIT BEHAVIOR EXPECTATION MATRIX

Taking ownership of our school and community

WIEGRITY	Classrooms	Public Areas (hallways, cafeteria, restrooms, school grounds)	Bus/Transportation and Parking Lots	School Related Activities (any event involving HPTS)
<u>G</u> oals	Prepare for your future Be physically and mentally present Participate in class Do your best work Prioritize	Prioritize safety Travel to destination efficiently Accomplish tasks quickly Allow for flow of traffic Stay to the right in hallways	Obey laws and safety rules Use caution when entering and exiting the parking lot Park in designated areas	Engage in school activities Support your peers Make everyone feel welcome
<u>R</u> espect	Be prepared and on time Be engaged/follow directions Use positive tone and language Participate when appropriate Treat materials/property with care Dress for school	Listen to staff/ volunteer directives Use appropriate language/ voice level Treat materials/ property with care Keep hands to yourself Keep it clean	Listen to staff/ volunteer directives Treat materials/ property with care Use positive tone and language Keep hands to yourself Be courteous Keep it clean	Listen to staff/volunteer directives Be positive and courteous Dress for school events Keep it safe Keep it clean
<u>I</u> ntegrity	Lead by example Own your behavior Academic honesty Report concerns/issues to staff/volunteers	Lead by example Own your behavior Use passes for intended purposes Report concerns/issues to staff/volunteers	Lead by example Own your behavior Report concerns/issues to staff/volunteers	Lead by example Own your behavior Report concerns/issues to staff/volunteers
<u>T</u> eamwork	Respect others and their opinions Help and include one another Participate in class and activities Keep it clean	Make everyone feel welcome Be aware of others' needs Wait your turn and be courteous Keep it clean	Model positive behavior Remain seated on bus Keep it clean	Represent Houghton positively Support participants Make everyone feel welcome Model positive behavior