

Student Code of Conduct

(last rev. 09-2023)



The LEAGUE
of Amazing Programmers

League students shall:

- follow teacher directions
- self advocate, ask questions
- only work on material relevant to the League curriculum during class time
- be responsible for maintaining access to required personal accounts/passwords
- use care when operating computers and related equipment

League students shall not:

- negatively impact another student's classroom experience
- access materials not relevant to the League curriculum (via YouTube, cellphones, etc)
- use inappropriate language or images
- leave a class without informing the teacher

Consequences of misbehavior

1. Verbal warning
2. Timeout from class
3. Written warning
4. Parent notification
5. Membership suspension

Acknowledgement of Receipt

Name of student:	
Signature of student:	
Dated:	