

**Thomas Jefferson High School
Denver Public Schools Computer Magnet
Esparza, Fornstrom, Laman**

CLASS RULES

1. The Computer Magnet program follows all Thomas Jefferson school rules. The school rules are detailed in your student handbook. Please acquaint yourself with these rules.
2. Food, drink, and chewing gum are not allowed in the Computer Magnet classrooms. **NO EXCEPTIONS!**
3. Be in your seat and working on the posted assignment when the bell rings. Students not in their seat when the bell rings are considered to be tardy. Possible consequences of being tardy include: reduction in grade, phone call to parents, student conference, or referral to a counselor.
4. Sit in your assigned seat daily.
5. Bring books, notebook, writing materials, Computer Magnet Planner, and other materials to class daily.
6. Stay seated until the bell rings. You will be dismissed by the teacher, not by the bell. Before leaving; turn off your computer, clean up your desk and floor area, and push in your chair.
7. No talking while the teacher or others are addressing the class.
8. Foul language, rude comments, or obscene gestures are unacceptable. Please respect your colleagues right to learn.
9. Furniture and computer equipment **WILL NOT** be written on or damaged in any manner. You will be fined for any damage caused in the classroom.
10. Students are not to be in the teachers offices unaccompanied by a Computer Magnet teacher.
11. Windows, blinds, and storage areas are off-limits.
12. Remember that being in the Computer Magnet is a privilege, not a right. Do not do anything to jeopardize your status in the program.

I have read and understand the above rules and policies.
I have also read and understand the course description and expectations.

Course _____ Period _____
Student Name _____ Teacher _____
Student's Signature _____ Date _____
Parent's Signature _____ Date _____