

STEAM Activity Student Expectations



General

Students are expected to follow the STEAM Ahead CIC Code of Conduct at all times, as highlighted below. This list is not exhaustive. Behaviours deemed to be unacceptable by employees of STEAM Ahead will be subject to dismissal from any STEAM activity and paid subscriptions being non-refundable.

STEAM Ahead expects all students to conduct themselves in a manner worthy of the respect of others:

- Be honest and forthright
- Treat others with respect and courtesy
- Respect the property of others
- Attend regularly and punctually
- Work to the best of their abilities

At STEAM Ahead Education, we aim to promote and maintain a positive climate which is free of:

- Lying
- Cheating
- Theft
- Intimidation
- prejudicial behaviour
- racism
- harassment
- illegal substances, or substances which can be abused
- violence
- weapons

Conduct by any student that adversely affects a STEAM activity's climate or operation, including disruption of the learning environment, shall be considered a breach of the Code of Conduct, warranting appropriate forms of intervention that may include suspension from attendance. If suspension or removal is deemed acceptable, no monies will be refunded.

Consequences for Unacceptable Behaviour

Any behaviour contrary to the Student Code of Conduct is unacceptable and may be dealt with as follows:

Minor instances of misbehaviour will be handled on the spot by staff members. Students will become aware of their poor choices and will be helped to formulate more acceptable alternatives for the future.

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Major instances of misbehaviour (conduct causing major breaches to the safety and/or dignity of students or staff, or repetitively or extremely disruptive behaviour) may be handled in the manner described below, keeping in mind that consequences will vary because of differences in individuals and circumstances. In some cases, a major instance of poor behaviour will result in immediate removal from any future activities and collection by parents/carers.

1. First consequence. The activity leader has a discussion with the student(s). No further action may be taken if behaviour improves following the discussion.
2. Second consequence. A further discussion between the student(s) and a STEAM Leader/STEAM Camp Manager will be undertaken. Students may be asked to sit out of the remainder of the activity. A telephone call to parents/carers may be made, depending upon the students' conduct.
3. Third consequence. Students will be asked to leave the day's activities and may be asked not to return.