

Ampere Student Code of Conduct

Purpose & Scope

Ampere believes students, volunteers, trainers, and employees have the right to participate in an environment that is respectful, safe, and inclusive. With this right comes the responsibility to ensure a respectful, safe, and inclusive experience for everyone involved in any programming we lead. Ampere is committed to creating a welcoming and caring learning environment that fosters a sense of belonging and a sense of responsibility to uphold the Student Code of Conduct. This Student Code of Conduct applies to all participants in any activities taking place in Ampere's virtual spaces and physical spaces, including Ampere's STEAM School.

Our Commitment to Providing a Positive and Safe Learning Space

- Ampere is responsible for providing students, volunteers, trainers, and staff with access to an electronic copy of the Student Code of Conduct.
- Ampere is responsible for following up on, in a timely manner, any infractions to the Student Code of Conduct.
- Programming staff are committed to using inclusive language and treating students with respect. The use of language that would humiliate, shame or frighten the participant or undermine their self-respect, dignity or self-worth is not tolerated;
- Programming staff will use respectful strategies to de-escalate and attempt to resolve conflicts. Strategies involving physical or emotional discipline are not tolerated;
- Programming staff will work to create a respectful, safe, and inclusive environment for students by following Ampere's internal policies and educational best practices;

Student Behaviour and Expectations

Everyone who participates in Ampere programming and/or uses Ampere spaces must be mindful of and take responsibility for their behaviour.

The following standards of behaviour and expectations apply to all participants in Ampere programming, including students in our STEAM School. These standards are framed around respect, civility and responsible citizenship and apply whether students are on Ampere STEAM School property, in a virtual Ampere learning environment, on school busses, at school-related events or activities, in before and after school programs, or in other circumstances that have an impact on Ampere's learning environments.

Students are responsible for conducting themselves in a manner which respects the rights and property of others. Matters of conduct are approached through a balance of learning and teaching and maintaining a respectful, safe, and inclusive environment for all.

Students are expected to:

1. Be actively engaged in the learning experience:
 - a. Practice active listening when others are speaking.
 - b. Complete all assigned work to the best of their ability.
 - c. Be diligent in attempting to master studies associated with their learning at Ampere.
2. Exercise self-discipline, integrity and respect for themselves and their work:
 - a. Be dressed and prepared for school.
 - b. Demonstrate honesty and integrity in their school work.
3. Act kindly and respectfully to all staff and students:

- a. Act out of respect and concern for others. Use kind words and actions, and respect others' physical and personal space.
 - b. Respect differences.
 - c. Do not use words that are racist, sexist, homophobic, classist, or transphobic. Bullying or harassment of any kind will not be tolerated.
 - d. Speak privately to a teacher or other staff member if they feel they have been treated unfairly.
4. Listen respectfully to teachers and staff:
- a. Humbly accept respectful feedforward.
 - b. Keep in mind the impact of words and/or actions is more important than their intent..
 - c. Follow any reasonable direction from Ampere staff members and teachers.
 - d. Obey classroom policies and rules.
5. Use respect and care with school property:
- a. Return school property in reasonable condition, including technology devices and peripherals, textbooks, library books, and any other equipment at the designated time and place.
 - b. Reimburse the school for all or part of the cost of replacement materials and labour not covered by existing insurance in the event of damage, due to misuse/mistreatment, to school property.

Parent/Guardian Responsibilities

Parents and guardians are responsible for ensuring:

6. All guidelines in the Code of Conduct have been read and understood prior to the student attending STEAM School and/or Ampere programming for the first time.

7. They are physically present with their student, and follow STEAM School and/or Ampere programming procedures at drop-off and pick-up.
8. Their student regularly attends and arrives on time for STEAM School and/or Ampere programming.. If there are any changes to your or your student's routine, such as arriving late for drop-off, staff should be notified as soon as possible at ckldelivery@amp.ca
9. Communication with staff is kind and respectful.