

DOROTHY L. BULLOCK SCHOOL

RENAISSANCE PROGRAM

RENAISSANCE ROOKIES

Grades 1 - 2 - 3

GOLD CARD:

- Students must have Satisfactory or above in all subject areas on report card
- Students must have a Meets or above in all Special Area Classes
- Students should have no administrative actions taken

MAROON CARD:

- Students must have Progressing (with a limit of 3 Progressing Grades) or above in all subject areas on the report card.
- Students must have a Satisfactory or above in all Special Area Classes
- Students should have no administrative actions taken

RENAISSANCE ROOKIE CARD:

- Awarded to the student that demonstrates outstanding academic effort on a consistent basis in addition to adherence to Special Area requirements/ Maximum of 1 Administrative Action

ALL END OF MARKING PERIODS AND END OF THE YEAR CELEBRATIONS ARE TO BE DETERMINED!!!

DOROTHY L. BULLOCK SCHOOL

RENAISSANCE PROGRAM

GRADES 4 - 5

GOLD CARD

- A's (90 or above)
- Principal's List
- Special Area Classes-80 or above (Includes all Special Area classes & Music Program)
- NO Administrative Action Taken
- NO More than 2 Missing Assignments
- AR required goals met

MAROON CARD

- A's & B's (80 or above)
- Honor Roll
- Special Area Classes-80 or above (Includes all Special Area classes & Music Program)
- Maximum of ONE Administrative Action Taken
- NO More than 3 Missing Assignments
- AR required goals met

WHITE CARD

- C's (70 or above)
- Special Area Classes-70 or above (Includes all Special Area classes & Music Program)
- Maximum of ONE Administrative Action Taken
- NO More than 4 Missing Assignments
- AR required goals met

RENAISSANCE RENEGADE CARD

- Awarded to the student that demonstrates outstanding academic effort on a consistent basis in addition to adherence to Special Area requirements/Max of 1 Administrative Action/AR Requirements Met
- Assignments refer to any classwork, homework, or class projects. Tests and Quizzes are not assignments.

ALL END OF MARKING PERIODS AND END OF THE YEAR CELEBRATIONS ARE TO BE DETERMINED