



BEHAVIOR ACTION PLAN

At SteppingStone, we value each young person's unique skills and ideas. We strive to meet young people where they are and empower them to problem solve and find solutions to their problems. Young people are at the center of our behavior policies and we believe they are individually and collectively responsible for their actions, words, and treatment of others.

At the start of each program, Teaching Artists communicate their expectations for creating a welcoming, brave, and collaborative classroom community. If classroom community expectations are not met, staff use a three-step process with young artists and their caregivers to clarify expectations and make an action plan.

STEP 1 – In-class break from activities to cool-down, reset, and have a brief conversation with the Teaching Artist or Classroom Assistant.

STEP 2 – Out-of-class break from activities for a longer cool-down, reset, and conversation with the Teaching Artist, Classroom Assistant, or Education Staff. Notification may be sent to the Caregiver(s).

STEP 3 – Education Staff formally notify Caregiver(s) to discuss the concern and initiate an action plan for the remainder of class.

SteppingStone Theatre has a zero-tolerance policy for acts of violence against other young people or staff. This includes hitting, punching, kicking, verbal threats, or discriminatory language. The safety and well-being of our community is a top priority and we take acts of violence and threats very seriously. Young Artists will be immediately removed from the classroom and their caregiver(s) will be notified. SteppingStone will take into account developmentally-appropriate actions & behaviors. Regardless, any acts of violence will be taken seriously and mediated appropriately.

If your young artist requires specific support plans to be successful in the classroom, please contact SteppingStone before class begins. We are familiar with IEPs and similar school plans and are happy to make reasonable accommodations to aid in student success.