

Personal Items, Toys, and Valuables Procedure

To promote a safe, respectful, and distraction-free learning environment, students should not bring personal toys, games, trading cards, stuffed animals, collectibles, jewelry, expensive clothing, novelty items, electronic entertainment devices (including cell phones and handheld gaming devices), or other valuables to school unless approved in advance by a teacher or administrator.

Why This Procedure Matters

Personal items can:

- Distract from learning and classroom activities.
- Be lost, stolen, or damaged. The Academy is not responsible for the safekeeping of personal belongings and assumes no liability for their loss, theft, or damage.
- Create conflicts related to sharing, ownership, trading, or feelings of exclusion.

Exceptions

Personal items may be permitted when they are:

- Requested by a teacher for instructional purposes.
- Brought for an approved classroom activity (e.g., Show and Tell).
- Approved sensory or fidget tools recommended by school staff or an outside provider and authorized by the school.

Procedure for Unapproved Items

If a student brings an unapproved item to school:

- The item will be collected and stored by school staff.
- For a first offense, the item may be returned to the student at the end of the school day.
- Repeated violations may result in the item being held in the school office until a parent or guardian retrieves it.

Student Valuables

Students are strongly encouraged to leave valuable personal belongings at home. Items such as jewelry, expensive clothing, cell phones, and other electronic devices are easily lost, stolen, or damaged during the school day. The Academy is not responsible for the safekeeping of these items and assumes no liability for any loss, theft, or damage.

We appreciate students' enthusiasm for sharing special belongings with friends. Leaving personal toys and valuables at home helps maintain a safe, equitable, and focused learning environment for all students.

