Provo City School District Policy Series 7000: Community



Policy No. 7205

Safe and Orderly Learning Environment

Contacts with Staff

The Provo City School District Board of Education recognizes the value of the learning environment and the staff's time for students. Therefore, staff's time with students shall remain free from interruption to the extent possible.

Certificated staff will make time within established work hours to be available for consultation with students, parents, and community members. Students, parents, and community members are urged to make appointments with staff to ensure an uninterrupted conference.

No one will solicit funds or conduct private business with staff on school time and school premises.

Visitors

The board welcomes and encourages parents, community members, and interested educators to visit the schools. The superintendent will establish guidelines governing school visits to ensure the educational process and the safety of students and staff will remain orderly.

The district has policy and procedure in place to guide decision making related to non-custodial parents.

Disruption of School Operations

The superintendent or staff member in charge will direct a person to leave immediately if any person is:

- A. Under the influence of drugs or alcohol; or
- B. Is disrupting, threatening, or obstructing any school program, activity or meeting; or
- C. Inciting another to commit any act that would disturb, interfere with or obstruct any lawful task, function, process or procedure (of any student, official, classified or certificated staff member or invitee) of the school district.

If such a person refuses to leave, the superintendent or staff member will immediately call law enforcement.

Legal References: Synopsis:

Utah Code 53G-8-603

Criminal Trespass Upon School Property Public School Discipline Policies – Basis of the Utah Code 53G-8-202

Policies - Enforcement

Utah Code 76-9-106 Disrupting the Operation of a School

Approved by Board of Education: June 9, 2015