



# TA Code of Conduct

## Expectations:

### **Be on time**

*Please make an effort to arrive at least five minutes before class starts. Students often need help at the very beginning of class getting their work imported to Eclipse.*

### **No phones**

*Phones are a distraction to you and your students. If you absolutely must respond to something on your phone, please leave the classroom.*

### **Be professional**

*Students look up to you and will mimic your behavior. If you are excited and engaged then they are more likely to be as well.*

### **No eating**

*Students don't like getting help from a mouth full of food. Please save the snacks for break times.*

### **No typing for students**

*Lessons are always better learned when done oneself. Keep your hands off the keyboards and mice.*

### **Be attentive**

*If a student is stuck, help them. Do not show favoritism to one student. Spread your knowledge equitably.*

### **No communication with parents**

*If a parent asks you a question or wants to know how their child is doing, politely refer them to the teacher.*

### **Follow the teacher's lead**

*Your role is to reinforce the ideas that the teacher has introduced. Do not introduce new (advanced) concepts to the students*

### **Let the teacher know about planned absences**

*If you know you are going to miss a class, please inform the teacher so she or he can plan accordingly.*

### **Have fun!**

*Nobody wants to learn from a curmudgeon. Bring your good spirits with you. Every class, try to give each student some sort of praise.*



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## Advice:

### **Don't give away answers**

*The learning experience tends to be more memorable when people discover information for themselves. When students are stuck, don't tell them what to type to get past the sticking point. Instead, try either asking them questions that will lead them to the answer or referring them back to a previous recipe that covered the same topic.*

### **Be patient**

*Every student learns in different ways and at different speeds. If they are not understanding your explanation, don't get frustrated. Try something new, like explaining it in a different way or asking a fellow classmate to offer an explanation.*

### **Don't be a show-off**

*Often, when learning things for the first time, it is better for a new student to experience the hard way. Ask the teacher before showing off any newly learned optimizations or shortcuts because it may distract from the point of the lesson or confuse the student.*

## **PLEASE COMPLETE THE SECTION BELOW**

I, \_\_\_\_\_ PRINT NAME \_\_\_\_\_, am aware of the expectations of Teaching Assistants at The League of Amazing Programmers, and acknowledge that my ability to meet these expectations determines my eligibility to be a Teaching Assistant.

\_\_\_\_\_  
STUDENT SIGNATURE

\_\_\_\_\_  
GUARDIAN SIGNATURE

\_\_\_\_\_  
DATE

\_\_\_\_\_  
DATE



# TA Code of Conduct

TA Name:

Teacher:

Date:

Punctuality	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Assist Teacher When needed	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Was not distracted (phone)	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Elicits answers from students	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
Helps students promptly	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5

Comments:

Teacher:

Date:

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Helps students promptly	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5

Comments:



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Comments: