

LAB RULES

Please sign the bottom and keep this sheet in your notebook

1. NO food or drinks in the lab.
2. NO playing games on the machines in the computer lab.
3. All software, books/magazines and video equipment must stay in the computer lab. Material may not be checked out for use outside of the classroom at any time.
4. Installation of any programs or data files on any public computer lab machine is prohibited. NO DOWNLOADING!!!
5. You must log out of the system when you leave the computer labs -- even if only for a short time. Failure to do so may result in someone else accessing your account without your knowledge. You are responsible for any violation of school policies that occur with your account, even when you did not perform the action. DO NOT GIVE OUT YOUR PASSWORD!!
6. Users are required to log into computer lab machines and systems with their own unique username and password. You may not use someone else's login and password to access school computer systems. You may not allow anyone to use your login and password to access SWC computer systems. Violation of these rules can result in serious disciplinary action.
7. Software is NOT to be installed on School computers. This includes but is not limited to: instant messaging programs (*AOL Instant Messenger, MSN Messenger, Yahoo Messenger*), file downloading or Peer-to-Peer sharing programs (*Napster, Kazaa, IMesh*), games of any sort, or email software of any sort. Academic software may be installed only with authorization from your teacher.
8. BE CONSIDERATE!!!

I understand the rules of the classroom computers and realize that there is disciplinary action, if I break the rules.

Student Signature: _____

DATE: _____