Logical Consequences Scenarios

Scenario #1:

A student bumps into a classmate's desk and knocks some books onto the floor.

Applicable Rule(s)?

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Logical Consequence?

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Scenario #2:

Two students are whispering and giggling while working together on a social studies assignment.

Applicable Rule(s)?

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Logical Consequence?

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Scenario #3:

A student yells out ideas during a class discussion instead of raising their hand.

Applicable Rule(s)?

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Logical Consequence?

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Scenario #4:

A student is playing games on the computer instead of using it for research.

Applicable Rule(s)?

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Logical Consequence?

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Scenario #5:

Two students have a side conversation while a classmate is sharing.

Applicable Rule(s)?

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Logical Consequence?

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Scenario #6:

A student mishandles a microscope and damages it, causing their group to be unable to complete their science project.

Applicable Rule(s)?

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Logical Consequence?

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Scenario #7:

A student is distracting tablemates instead of working.

Applicable Rule(s)?

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Logical Consequence?

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Scenario #8:

A student is running in the hallway on the way to lunch.

Applicable Rule(s)?

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Logical Consequence?

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Scenario #9:

A student is working at another classmate's desk and makes marks on the desk with a pencil.

Applicable Rule(s)?

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Logical Consequence?

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Scenario #10:

Two students are talking while the principal is making morning announcements over the loudspeaker.

Applicable Rule(s)?

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Logical Consequence?

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