

Venture Academy K-8 Dress Code Policy

PURPOSE AND BENEFITS

The purpose of the Venture Academy K-8 Dress Code is to help foster a positive school environment that emphasizes learning and promotes good behavior by:

- Helping children learn that the way they dress influences the way they act, and that appropriate dress shows respect to others and to the important work that goes on in the school. Students learn that there is a distinction between dressing for learning and dressing for recreation.
- Fostering unity and a greater connection to the Venture community.
- Ensuring that clothing is non-distracting, modest, and non-offensive.
- Reducing social conflicts and peer pressure and emphasis on clothing that tends to encourage divisions, classes, cliques, etc. and tends to distract students from intended learning.
- Minimizing health and safety concerns.

Unlike uniform policies, dress codes encourage students to make choices about what they wear and permit them a degree of self-expression. At Venture, the dress code provides more opportunities for choice and responsibility as students advance in grade level.

GENERAL EXPECTATIONS

COLOR GUIDELINES

- The official colors of Venture Academy's Dress Code are red, navy, and white.
- Each year, students in the 6-8 Pod will be allowed to include one additional color for that year only. The method of choosing the color will be determined by the administration.
- "Venture Gear" (clothing produced by Venture Academy, Parent Crew, or other official school programs) should adhere to the official school colors, unless otherwise approved by school administration.

VISIBLE PRINTING GUIDELINES

- Clothing should have no printing or graphics larger than 2" square.
- Clothing must not depict imagery or contain text that may be deemed offensive or inappropriate within a school environment.
- "Venture Gear" approved by administration (clothing produced by Venture Academy, Parent Crew, or other official school programs) may include graphics or print larger than 2" square.
- Venture's Visible Printing Guidelines apply to silk-screening, digital printing, embroidery, etc.

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TOPS, GRADES K-8

Students should wear a collared, solid **Red, Navy or White (6-8 annual extra color, see color guidelines above)** shirt that:

- Is a polo style shirt, button, or turtleneck
- Is long enough to be tucked in when touching the ground in a squatting position.
- Is consistent with Venture Academy's Visible Printing Guidelines.
- Has sleeves that cover the shoulders and under the arm.
- Is not sheer or otherwise revealing.
- Is not torn or purposely frayed.

Additionally,

- "Layered" clothing (which is visible at the neckline, waistline, back, etc., AND serves as part of the "outfit") may be worn as long as it is consistent with the dress code colors and has no visible printing on it.
- Color restrictions do not apply to basic undershirts which may be slightly visible only at the collar, but for all intents and purposes are not part of the student's "outfit".

TOPS, ADDITIONAL GUIDELINES FOR GRADES K-5

- Students in the K-5 pod may wear approved Venture t-shirts to school only on Fabulous First Fridays (first Friday of each month, unless otherwise designated) as approved by the teachers in the K-5 pod or by the administration.

TOPS, ADDITIONAL GUIDELINES FOR GRADES 6-8

- Every Friday, unless otherwise directed by teachers or administration, students in grades 6-8 may wear approved Venture T-Shirts. All tops must be consistent with one of the allowable shirt colors.
- If a student is a member of a Venture sports team, club, or extra-curricular program, he or she may wear a non-dress code colored official top associated with program, on the day of an official activity, such as a competition or performance, even if this day is not a Friday. These days must be approved by administration. If the activity takes place on a Saturday, the preceding Friday may be used.

JACKETS, COATS, SWEATERS, AND OUTERWEAR

- Inside the building, students may wear a solid sweater, vest, jacket, or hoodie over their collared top as long as it is consistent with one of the allowable shirt colors and visible printing guidelines. If a hoodie or collared sweater is worn as a shirt, then a collared shirt is not required underneath, but in such cases the hoodie or sweater must remain on during the full school day.
- Garments with attached hoods are acceptable, but students may not wear the hood inside the building.

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- Heavy coats or other extremely bulky or baggy outerwear (e.g. winter coats, raincoats, trench coats, etc.) may not be worn inside the classroom.
- Outerwear worn outside--such as winter coats, gloves, winter hats, and snow boots--is not subject to the dress code color restrictions, but should not otherwise distract from the learning environment.

BOTTOMS

Students should wear any solid **tan (khaki), navy, or black** pants, shorts, or capris that:

- Is not made of “sweats” cotton or other tight fitting, stretch-type material.
- Goes to the knee or longer.
- Has no holes.

Additionally,

- Jeans are not allowed.
- No low-riding bottoms or visible undergarments will be allowed.
- Belts must be conservative.

DRESSES/SKIRTS

Girls may wear any solid **Red, Navy, White, Black, or Tan (khaki)** dress/skirt that:

- Goes to the middle of the knee or longer.
- Has sleeves that cover the shoulders and under the arm.
- Is not sheer or otherwise revealing.

Additionally,

- Girls may wear leggings/tights beneath a knee length skirt. Leggings may be of any color or pattern, but must be consistent with Venture’s visible printing guidelines.

SHOES

Students may wear any shoes that have a strap or some kind of back on the shoe so that it doesn’t slip off the feet. Students **may not** wear:

- Shoes with wheels.
- Slippers.
- Flip-flops.

HATS

- Hats (e.g. baseball caps, “beanies”, visors, etc.) are not allowed inside the school.
- Head coverings worn for religious purposes are not included in this rule.

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ADVENTURE LEARNING DRESS CODE

While camping or during other outdoor adventure experiences, students should be prepared to be active and to get dirty, but they should be mindful of the purposes of the dress code policy. The dress code policy applies during all adventure experiences with the exception of the following:

BOTTOMS

- Gym shorts are allowed in the following colors: black, blue, red and gray. They need to be a solid color and knee length. Pin stripes down the side (in any color) are acceptable. Shorts should have no printing or graphics any larger than 2” square (the school logo, which may be larger, is also accepted). Nothing should be written across the buttock.
- Jeans are allowed, however they must meet standard uniform policies: knee length, no holes, tears, or writing. They also need to be worn at the waist and not baggy.

TOPS

- Shirts may be a "t-shirt" style (no collar) but they must be solid in the following colors (blue, red, and gray).
- Students may also wear a school-issued Venture Gear that has large logos or print such as those obtained from Parent Crew, Venture Athletics, or other school-sponsored extracurricular activities.

HATS

- While participating in outdoor activities, hats may be worn to serve as protection from the sun. Hats do not need to meet the school’s color guidelines. Hats must not depict imagery or contain text that may be deemed offensive or inappropriate within a school environment.

SWIMWEAR

When swimming or other water activities require swimwear, boys may wear regular swim trunks (no Speedo-type), and girls may wear one or two piece swimming suits with no midriff visible, no low-cut bodice, and no high cut legs. Girls should wear shorts or a swim skirt over their swimsuits. When wearing swimwear outside of the water, all students must wear a t-shirt, life vest, or dri-fit water shirt. The lead teacher or the administration has discretion to make decisions for safety concerns.

HAIR

Students may wear their hair in any way that does not distract from the learning environment. Extreme hairstyles and unnatural colors are not allowed.

ACCESSORIES

Body piercings will be limited to earrings only (no gauging) that does not draw undue attention or present a danger to the person wearing them. Other jewelry may not be excessive or distract from the learning environment. No chains may be worn other than around the neck or wrist. Tattoos must be covered and unseen at all times.

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OTHER ATTIRE

Students may choose other attire such as backpacks, purses, etc. that are not offensive and are appropriate to our learning environment.

Dress Code items not specifically covered but considered inappropriate or contrary to the purpose of the Dress Code Policy are subject to review by the Board or interpretation by the Administrators in charge of executing the Dress Code Policy. Dress Code compliance is mandatory with no opt-out policy other than stated below and consequences for violation will be enforced.

Dress Code Policy exemptions may be granted by the school's administration based on:

- Religious beliefs
- Extenuating circumstances.

The administration will develop ways of assisting economically disadvantaged students who are unable to meet the dress code requirements because of their economic circumstances.

CONSEQUENCES FOR VIOLATION OF THE DRESS CODE POLICY

If a teacher determines that a student has come to school inappropriately dressed according to the Dress Code Policy, the student will be sent to the office.

- Parents will be called to bring proper clothing and the student will remain in the office until clothing arrives. If parents are unable to do so in a timely manner, and it is a minor breach of the policy, the office may provide some interim clothing so that the student may return to class.
- For subsequent violations, students will be subject to the progressive discipline policy, including the provisions regarding persistent violation of school rules and persistent disobedience, which may result in suspension and eventual expulsion.