

Rewards and Sanctions

Crib Sheet for Playtimes and Lunchtimes

Our behaviour policy is about "catching them being good" all of the time. Copious rewards, praise and celebrating those children making the right choices.

However, we need to make sure our children understand our high expectations of behaviour and what will happen if they don't show respect to one another or adults.

Use your professional discretion but be **consistent and fair at all times**. Model respectful behaviour. Use positive language. Smile and be kind.

Outside and Inside at playtimes and lunchtimes (not inside at any other time)

Show a yellow card for:

- Name calling *
- Swearing *
- Rough or boisterous behaviour resulting in a child being hurt *
- Not stopping disrespectful behaviour when asked to by an adult or a child
- Throwing stones / sticks
- Provoking others

* first time that day

Show a red card for:

- Hitting, kicking or hurting another child intentionally
- Swearing *
- Name calling *
- Racism (and immediately sent to Headteacher)
- Showing disrespectful behaviour repeatedly to a child or an adult

*second time that day

Red card = misses rest of that playtime and the next playtime (or lunchtime) spend this time in breakout room. Letter of apology written to the person they have upset. Recorded in Behaviour Book, name, what they did, date. Parents called or spoken to at the end of the day.

Yellow Card = recorded in Behaviour Book. Two yellow cards in 1 week = a red card, recorded in Behaviour Book. If a child gets a yellow card check through the rest of the week to see if they have had one already.

At the end of every ½ term we have an extra afternoon play for all children. Those who have had a red card will stay with a member of SLT in the breakout room. SLT will monitor the Behaviour Book weekly, governors will monitor ½ termly.

If a card is given, radio to the breakout room where the card will be recorded, accompany the child to the breakout room or let them go there themselves – if they will do so sensibly.