



Behaviour Management - Quick Guide -



Our Behaviour Policy and our Governors' Statement of Principles is available on our website, which offers a more in-depth guide to our approach. This document is a 'Quick Guide' to the key principles and processes we use to support positive behaviour.

Our 3 Key Principles

We link our expectations to three key principles. This is known as 'The Fenicolwes Way'

Be Ready

Be Respectful

Be Resilient

Promoting Positive Behaviour for Learning

We believe that good behaviour begins with positivity. We utilise *behaviour specific praise* in order to create a school culture that focuses on the great choices children make, rather than poor ones! We seek to 'praise the positive' in the first instance.

We also use Dojo points (Team Points) to reward positive choices that children make, linked to our three principles. These points translate into raffle tickets for a weekly prize draw in each class.

We hold a weekly celebration assembly where we recognise those that **Strive for Excellence** in their academic studies and those that **Strive for Excellence** in their character development. Parents are welcomed into this assembly. If your child is receiving an award, we will give you a week's notice. All of our parents are welcome every week.

When Choices Aren't Positive

If we need to support your child in making better choices, the following steps will be taken:

- 1) Verbal reminder about what positive choices should look like (linked to the three principles)
- 2) Verbal warning
- 3) 5 or 10 minutes reflection time at playtime or lunchtime - with an opportunity to talk about making better choices next time

If multiple reflection times occur within a day, or if choices continue to be poor, your child will be asked to take time out for reflection in the parallel class. This will enable them to focus on what is expected of them. A reflection sheet will be completed, following restorative questions.

We will inform parents when a child has been asked to complete a reflection sheet, or continues to receive 5/10 minute reflection times due to poor choices.