

Kingston Park Primary Academy Child-Friendly

Behaviour Policy

What do we want our school to be like?

We want our school to be a friendly place where all children follow our school rules to keep everyone safe and happy.

How should we behave and why?

All children should behave in a way that allows all children to learn without any distractions. We should respect our teachers because they always try their best to help us learn. We should always make the right choice and do our very best learning all the time.

Our academy expectations:

- Kind hands
- Kind feet
- Kind Feet

Our Code of Conduct

- We are kind and helpful
- We are gentle
- We listen to other people
- We work hard
- We are honest
- We look after property

Rewards for good behaviour

- Reward points
- Wows
- Text messages home
- Gold head teacher stickers
- Celebration Assembly
- 100% Attendance Rewards

Our consequence behaviour chart

- If a child misbehaves, they are given a warning.
- If this continues, their name is recorded on C1.
- If behaviour continues, they receive a C2.
- If behaviour continues, they receive a C3 - have 5 minutes time out in the class .
- If behaviour still doesn't improve, they go on a C4 and are removed from class to work in another classroom for the rest of the lesson. Children then lose their next playtime.
- If their behaviour carries on, then they you are removed from class for the whole session/morning / afternoon and miss your next playtime. Parents may be called.
- In extreme cases, children will be excluded from school for a set period of time.

Our promise

We will try our best to follow our school rules to ensure we are always safe, responsible and respectful.

When do we use our behaviour system?

Our behaviour system is used both inside and outside of the classroom, including at breaks and lunch times and when we are on out on school trips.

Who has created this child-friendly policy?

Staff and children have created this together and this will be regularly reviewed and updated if we make any changes to our behaviour system.