

Understanding the Causes of Negative Behaviours

Understanding children's feelings, drivers and needs is key in supporting their emotional and social development and at the same time it is crucial to establish and maintain mutual respect and better relationships. The resulting better behaviour enables better learning and better holistic development.

Better Relationships, Better Learning, Better Behaviour 2015

All behaviour is communication. Challenging behaviour may occur due to the impact of factors relating to the wider life of the child. Many children may also have additional support needs which present with challenging behaviours. School staff will always be sensitive to reasons for negative behaviour and plan supports accordingly and in collaboration with parents and other services.



The Role of Parents and Carers

Parents and carers are encouraged to work in partnership with the school to assist in maintaining positive relationships and high standards of behaviour and have the opportunity to raise with the school any issues arising from the operation of the policy.

All parents and carers are encouraged to share information with school regarding any matters which may affect their child's behaviour in school. This helps school staff in understanding each child's needs at an individual level.



Stenhouse Primary School

Behaviour Management Policy



Social, emotional and behavioural skills are key skills for learning, life and work. Readiness to learn, and ongoing positive relationships and behaviour, depend upon social and emotional wellbeing.

Children and young people should feel happy, safe, respected and included in the learning environment and all staff should be proactive in promoting positive behaviour in the classroom, playground, and wider learning community.

Scottish Government

- ✓ *The whole learning community has a shared understanding of wellbeing and the children's rights.*
- ✓ *All stakeholders promote a climate where children and young people feel safe and secure*
- ✓ *All staff and partners model behaviour which promotes and supports the wellbeing of all.*
- ✓ *All staff and partners are sensitive and responsive to the wellbeing of each individual child and colleague.*

Features of Highly Effective Practice – How Good Is Our School? 4 Edition

At Stenhouse we aim to promote a culture and ethos of positive behaviour and wellbeing for all, through a behaviour management policy created in partnership with all stakeholders and underpinned by the following key principles.

👍 **Inclusion**

👍 **Motivation**

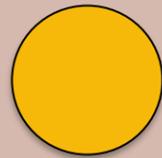
👍 **Clarity and manageability for all**

👍 **Restorative Practice**

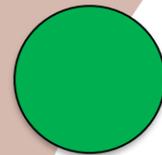
👍 **Positivity**

👍 **Rights and Responsibilities**

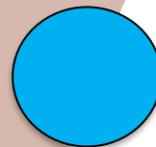
Classroom Management System



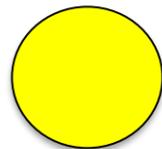
Gold: Pupils' names are moved to gold for going above and beyond expected good behaviour. Pupils who achieve Gold the most often will earn a Special Reward of their choosing at the end of each term.



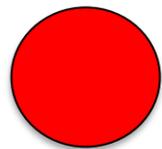
Green: All pupils start on green and remain on green unless they display significant positive or negative behaviours.



Blue: Pupils' names are moved to blue as a warning and a chance to reflect upon behaviours and positively alter behaviours. Any pupil ending the day on blue is automatically returned to green without the loss of reward time.



Yellow: Pupils' names are moved to yellow if negative behaviours persist. Strategies, such as buddy classrooms or key adults, may be used to avoid reaching red. Only 3 minutes of reward time is earned.



Red: Pupils' names are moved to red if negative behaviour persists. No reward time earned. Sent to SMT at end of day. Parents informed. Possible further sanctions for pupils who regularly reach this stage.

Reward Time

- Weekly reward time is earned for positive behaviour in the classroom and playground. Pupils can earn up to nine minutes per day.
- Up to six minutes can be earned in the classroom and up to three minutes in the playground.
- Each class will choose their own rewards for Fridays.

Other Positive Rewards

- **House Points** are earned for positive behaviours around school. Each week the winning house gets 10 minutes extra break on Friday.
- **Special Assemblies** are held every 6 weeks where pupils from each class are rewarded for recent achievements.
- **Star of the Day** or **Star of the Week** prizes or certificates may be earned within individual classes.

Playground Management System

1. **Minor negative behaviour** – Up to two verbal reminders from staff.
2. **Intermediate negative behaviour** – Yellow card given to pupil and the pupil has the responsibility to pass on to the class teacher. Loss of reward time.
3. **Serious negative behaviour** – red card given to pupil. Pupil sent to SMT after break/lunchtime. If behaviour continues to escalate, pupil sent straight to SMT. Loss of reward time.

Below are some examples of these types of negative behaviours. This is not an exhaustive list.

Minor Behaviour	Intermediate Behaviour	Serious Behaviour
Verbal Warning	Yellow Card	Red Card
pushing in the line spoiling games teasing arguing with other pupils leaving others out rough play	repeated minor behaviours answering back/ cheek / arguing with an adult insults/ name calling refusing to follow an adult's instructions	fighting (including vicious hitting, kicking etc) vandalism bullying racist/homophobic incidents

Pupils whose behaviour regularly reaches the Red Card level may have an individual behaviour plan created by all staff involved in supporting the pupil.

Restorative Practice

At Stenhouse we aim to take a **restorative** approach to resolving conflict and preventing harm. **Restorative** approaches enable those who have been harmed to convey the impact of the harm to those responsible, and for those responsible to acknowledge this impact and take steps to put it right.

Those affected are invited to share:

1. What has happened.
2. What the impact has been on those involved: i.e. who has been affected and in what ways they have been affected.
3. What needs to happen to put things right or to make things better in the future



Playground Rewards

- Positive playground behaviour is rewarded with **White Slips**.
- **White Slips** can be used to buy items from the Tuck Shop.
- **House Points** are also earned for positive behaviour in the playground.