

4. Thinking Time in Class

A pupil breaks a class or school rule for the fourth time. The pupil is given thinking time in the classroom. The pupil is isolated if possible for a time. At playtime they will need to complete any work not completed in class.

5. Time Out with Head teacher

A pupil breaks a class or school rule for the fifth time. The red 'Consequence card' is sent with another pupil to the Head teacher. The Head teacher collects the pupil for Time out with the Head teacher. Head teacher records this on CPOMS. Head teacher monitors and contacts parents as appropriate. A Behaviour Monitoring Chart may be used to focus on personalised behaviour targets.

6. Exclusion

If the School Behaviour Policy has been followed a pupil can receive a fixed-term or permanent exclusion while further investigation happens or more support/guidance is obtained.

Code of Conduct

The Wainstalls Way, School Code of Conduct has been formulated with the safety and well-being of the children in mind and to enable the school to function effectively as a place of learning. Copies of the Wainstalls Way are in every classroom as well as in prominent places around school to act as a reminder to children.

Wainstalls Way - Code of Conduct

We always walk calmly and quietly in school.

*We enjoy our learning
and allow others to enjoy it too.*

We are friendly and care for each other.

*We treat each other
and our belongings with respect.*

We are always honest, polite and helpful.

Each class also creates its own set of classroom rules, which are agreed by the children and displayed on the wall in the classroom.

Principal: Mrs L Waugh
Vice-Principal: Mrs R Priestwood
Wainstalls School
Wainstalls
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Wainstalls School



Guidance on Positive Behaviour & School Discipline

'Together We Can'

Individual Rewards

Pupils are divided into 4 school teams: Sky(Blue) Earth(Green) Sun(Yellow) & Fire(Red)
Pupils are rewarded with team points for behaving well and working hard. Team points are totalled for the whole school weekly by monitors and are announced in Friday's Achievement Assembly. The winning team moves their symbol along a track in the hall. The winner each term receives the Team Trophy.

Pupils who remain green on the 'Good to be Green' charts (have not had a red card) receive a sticker at the end of each week. Class teachers keep a record of this and when a pupil has collected 5 stickers they are entitled to a 'Good 2B Green' Prize (rubbers, pencils, wristbands etc.) from the 'Good to be Green' Goody Box.

Pupils who remain 'Green' all year, receive an end of year gift.

Each week, class teachers choose a 'Star of the Week', a 'Writer of the Week', an 'ICT Achiever' and a 'Pleasant & Well Mannered Achiever' to receive certificates in Achievement Assembly.

The Lunchtime staff choose 1 class each week to receive a Lunchtime Award for good table manners, being polite and helpful etc. As a reward the winning class accesses first sitting for lunch on that Friday lunchtime.

Whole Class Rewards

Classes have reward schemes for when the whole class have worked particularly hard or followed school rules. These are adapted to suit the age of the children.

E.g. KS1 – 6 sad clown faces, which can be turned over every time the whole class impress an adult. When all 6 clown faces are smiling the class earn themselves a class treat – such as extra playtime, a class trip.

KS2 – Marbles are collected in a jar over a term to earn a whole class treat.

School Discipline: Good to be Green Behaviour Scheme

All pupils begin each school day with a GREEN card.

1. Verbal Warning

A pupil breaks a class or school rule. The pupil is given a verbal warning – stating what for and their initials are written on the class board. The pupil is given the choice of correcting the behaviour or moving to step 2 of the sanctions ladder.

E.g. You are shouting out, which is breaking one of our class rules. If you choose to do it again you will get a warning card.

2. Warning Card

A pupil breaks a class or school rule for the second time. The pupil is given a yellow 'Warning Card' on the class 'Good to be Green' Chart. Adult repeats what it is for and the pupil is given the choice of correcting the behaviour or moving to step 3 of the sanctions ladder.

E.g. You are shouting out, which is breaking one of our class rules. If you choose to do it again you will get a Consequence Card.

3. Consequence Card

A pupil breaks a class or school rule for the third time. The pupil is given a red 'Consequence Card' on the class 'Good to be Green' Chart. Adult repeats what it is for and the pupil has to miss all outdoor lunch break in the Improvement Room. Pupils are given a task to complete during this time.

ANY PUPIL FIGHTING, SWEARING OR USING A RACIST, SEXIST OR SIZIST COMMENT IMMEDIATELY RECEIVE A RED 'CONSEQUENCE CARD' AND THESE INCIDENTS ARE RECORDED ON THE SCHOOL'S ONLINE CPOMS SITE.

Any child missing their outdoor lunch break for receiving a consequence card is recorded and a note is sent home for parents to sign and return to say they are aware their child has missed their outdoor lunch break. The Head teacher monitors this. If a child receives 3 red cards in a term, they are spoken to by the Head and Parents are contacted.

After receiving a consequence card and missing a break, pupils return to class and turn their red card back to a yellow 'warning card'. If class teacher sees an improvement in behaviour the pupil can turn back to a green card.