

### **Behaviour Blueprint**

We make a difference by showing:

Kindness: we are caring

Resilience: we keep trying

**Responsibility**: we take ownership

**Respect**: we treat others as we would want to be treated





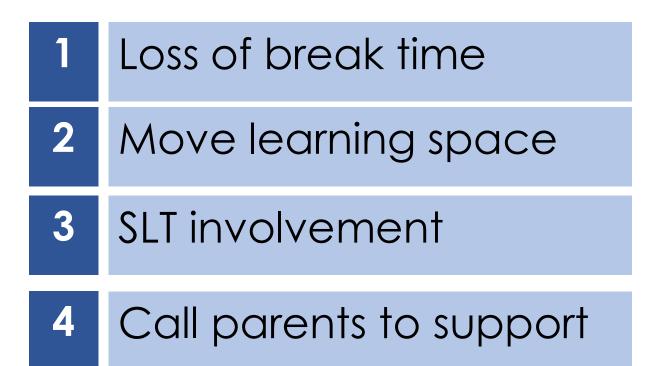
### Positive Rewards

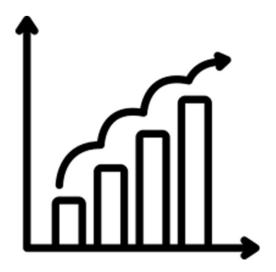






# Behaviour Consequences







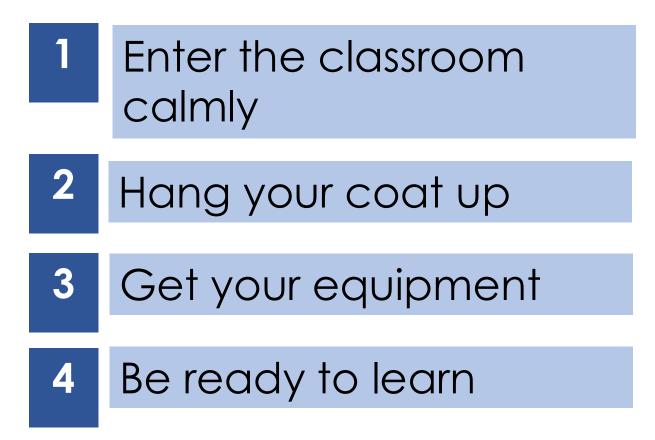
### **Behaviour Recording**

Level	Description	Main Actions	Recording
6 Extreme	Ongoing refusal to SLT	SLT call home SLT to contact RDE/DE/CEO	SLT record on Arbor SLT record on MyConcern
5 Extreme	SLT refusal	SLT call home Predict & prevent plan introduced	SLT record on Arbor PPP attached to Arbor
4 High	<ul> <li>Homophobic/racist</li> <li>Bullying</li> <li>Physical injury</li> <li>Age restricted items</li> <li>Persistent high level behaviour</li> </ul>	SLT intervention SLT call home	SLT record on Arbor SLT record on MyConcern
3 High	<ul> <li>Disrupting others learning</li> <li>Deliberately hurting another child</li> <li>Threatening/aggressive behaviour</li> <li>Threatening/aggressive language (including swearing)</li> <li>Leaving a lesson/room without permission</li> <li>Damaging property</li> </ul>	SLT intervention SLT call home	SLT record on Arbor
3 Low	<ul> <li>Persistent breach of routines</li> </ul>	CT call home SLT aware Tracker introduced	CT record on Arbor – additional notes required
2 Low	<ul> <li>Ongoing breach of routines</li> </ul>	CT meets with parents	CT record on Arbor – additional notes required
1 Low	<ul> <li>Frequent breach of routines</li> </ul>	Conversation with child Verbal contact with parent	CT record on Arbor with no additional notes required
Pre- levels	Breaking routines	Lose breaktime/move learning space/practise/ repeat activity	None





### **SMART START**



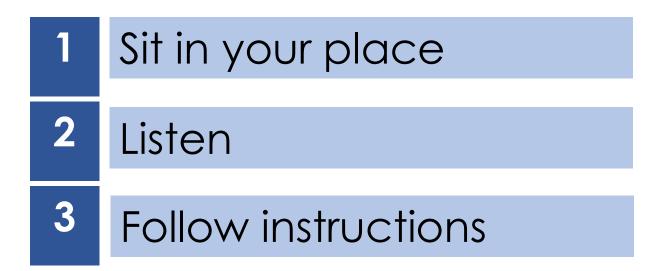
#### Consequences

Lose 5 minutes of break time. Practice in your own time.





## **SMART LEARNING**



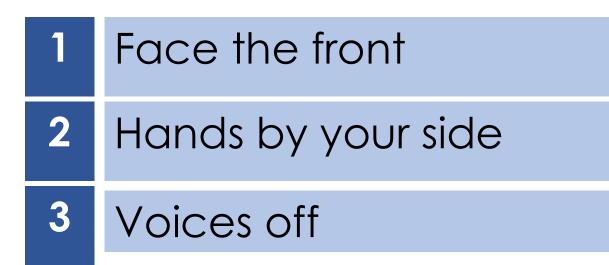
#### Consequences

Miss 5 minutes of break time. Move to another learning space.





## SMART LINING UP



#### Consequences

Stand with an adult. Practice at break time.





# **SMART WALKING**



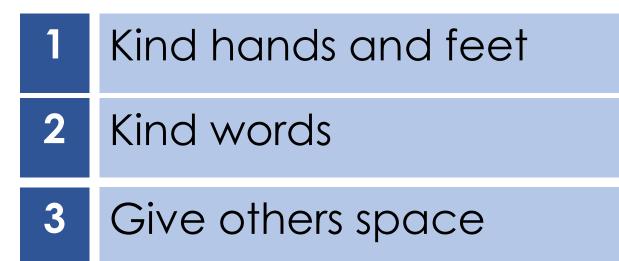
#### Consequences

Get sent back to where you started your walk. Practise at break time.





### **SMART PLAYING** On the playground



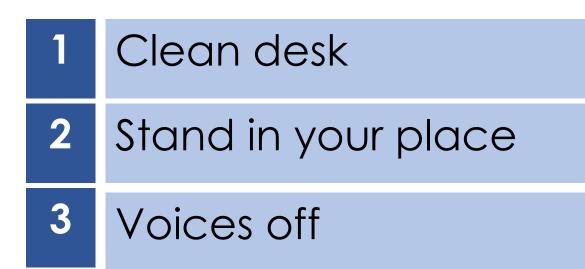
#### Consequences

Stand by an adult. Lose 5 minutes break time.





## **SMART EXIT**



#### Consequences

Lose 5 minutes of break time. Practise in your own time.

