

REWARD SYSTEM

Behaviour Guidelines	Rewards
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It is very important that praise and reward should have great emphasis. Children will achieve more, be better motivated and behave better, when staff commend and reward their successes rather than focus on their failure.

Praise has a reinforcing and motivational role. It helps a child believe he/she is valued. Praise can be delivered in formal and informal ways, in public or in private; it can be awarded to individuals or to groups; it can be earned for the steady maintenance of good standards as well as for particular achievements. **BE POSITIVE!**

Rewards

1) General

- Favourable comments can and should be entered on pieces of work.
- Written School Reports should comment favourably on good work, behaviour, involvement in and general attitude to school life, (see Assessment, Recording and Reporting Policy).
- Recognition can be given to success of differing kinds in assemblies, e.g. presentation of swimming and cycling proficiency awards etc.
- Children's work can/should be displayed as much as possible both in the classroom and corridors of the school (see Display Policy).
- A visit to the Headteacher for commendations.
- Let the Headteacher know if a child has gone above and beyond and a commendation postcard should be sent home.
- Opportunities for giving children greater responsibility in school should be fostered e.g. Playtime Pals, Monitors, School's Council etc.
- Above all, praise and encouragement in and out of lessons should be used as much as possible.

2) Whole School Reward System: 'DOJOs'

As well as the rewards listed above the school has designed and adopted a consistent approach for rewarding and encouraging good behaviour, effort and manners based on the collection of 'DOJOs'. DOJOs may be awarded for any actions, deeds or attitudes which are deemed noteworthy and may include :-

- Particularly good work/effort.
- Displaying good manners.
- Displaying a caring attitude towards others.

When awarding the DOJO the member of staff should reinforce the good behaviour e.g. 'You can have a DOJO for waiting so patiently'.

Once awarded a DOJOs can never be deducted (see Sanctions). **DO NOT USE THIS PART OF THE SOFTWARE**

They are intended to help staff focus on positive rather than negative behaviour. E.g. if a child is continuing to stay on task when a partner is trying to distract him, staff may choose to reward the child on task rather than apply a sanction to the child who is not.

Behaviour and Discipline Policy

The reward system is graded as follows:-

Any noteworthy behavior DOJO recorded 50 DOJOs = reward for F2 to Year 4. If a child has 50 DOJOS but has more than four RED TIME OUTS which will be recorded on TIMEOUT B sheet then for every one of these child loses 15 minutes of reward. These pupils will be sent to SLT during reward afternoon. SLT will need a list of pupils names with time missed alongside.

In Years 5 and 6 extra DOJOs will be given out according to the table below.

Reading at home 3 x week	2 x DOJO
Spellings 17 plus out of 20	2 x DOJO
Times tables 17 plus out of 20	2 x DOJO
PE kit in school	2 x DOJO
An increase of more than 4 in number facts	2 x DOJO
Completion of project	5 x DOJO

In Years 5 and 6 80 DOJOs need to be collected to earn the reward. Same rules to RED TIME OUTS apply to years 5 and 6.

A 'DOJOs' can be awarded by any staff member to any child at any time.

All staff should carry 'DOJOs' at all times to reward and reinforce positive behaviour as it occurs. This reinforces our philosophy that **the care of all our children is the responsibility of all adults in school**. Staff can give DOJO cards to give to their class teacher

THE REWARD

This will take place half termly and MUST be well planned and resourced. It should be fun and exciting and teacher should be involved and not just let pupils get on with it. At the start of the term bands will decide on the activities to be offered and buy any resources required. Each Year band will have a different day. Children will not be told what day it will be in case their parents keep them off. Examples of fun activities might be; paper mache, junk modeling, musical instruments, messy science, table tennis, clay, batik cookery etc.

At the end of each half term reset all dojos ready for the next half term.