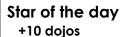


We always try our best to show STAY ON GREEN!

At the end of every half term, the 2 children with the most Dojo Points will visit the Reward Store to pick a prize!







Green + 5 doios 1st warning

dot next to your name



2nd warning name moved off

areen, vou will **not** receive 5 dojos -1 dojo

Amber 3rd warning time out area in class.

-3 dojos



4th warning /instant

sent to partner class for the rest of the lesson, -5 dojos

HOW TO STAY ON GREEN

EXAMPLES OF BEHAVIOURS THAT WILL BREAK A SCHOOL RULE

All behaviours here could lead to an Amber or a Red.

BEHAVIOURS THAT WILL GIVE YOU AN INSTANT RED

If you are a witness/bystander who contributes to these behaviours indirectly you may receive an instant amber.

Keeping to the school rules:

Rule 1: Follow Instructions.

Rule 2: Be kind and caring.

Rule 3: Listen carefully.

Rule 4: Be at school every day,

on time.

Dojo Reward for staying

on the star ALL day:

Rule 1: Follow Instructions.

- Refusal to work
- Ignoring instructions
- Non-verbal noise
- Fidgeting, rocking on chair
- Wandering around
- Being inappropriate and/or noisy in the line

Rule 2: Be kind and caring.

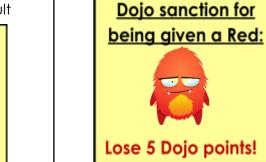
- Poking or pushing
- Squabbling with peers
- Intentionally damaging equipment or work
- Play-fighting

Rule 3: Listen carefully.

- Interrupting or calling out
- Arguing with an adult

Dojo sanction for being given an AMBER warning: Lose 3 Dojo points!

- Fighting
- Racism
- Child on child abuse/ Bullying (face to face/online)
- Inappropriate touching
- Swearing/bad language
- Threatening behaviour
- Graffiti
- Stealing
- Leaving the classroom without permission
- Dangerous use of classroom equipment
- Disrespectful towards a teacher or other adult



5 extra Dojo points at the end of the day

You can also get extra Dojo points for going above and beyond our School Rules and showing our School Values; Respect, Resilience, Self-Belief & Determination.

Forgetting your PE kit or Homework will result in an INSTANT RED!