

Positive Behaviour at St. Joseph's



We live, learn and grow in the light of Christ.

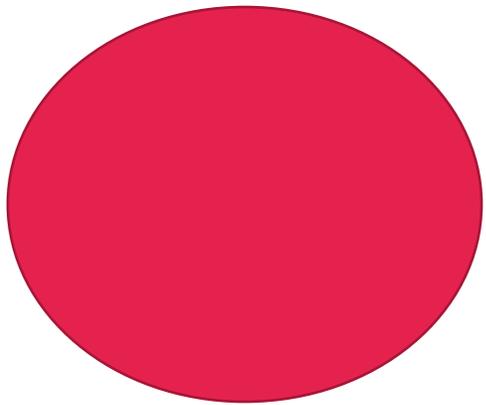
Outstanding behaviour results in outstanding learning.

Every child deserves the right to high quality teaching to enable them to achieve their potential.

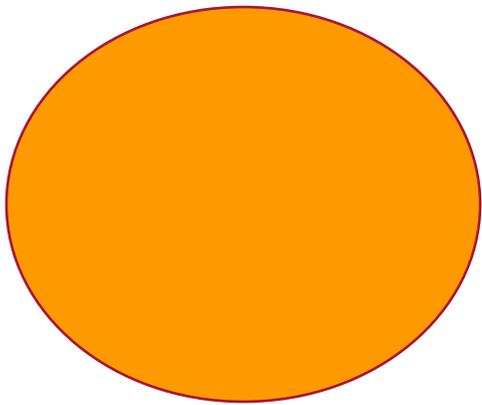
To achieve this, every class will follow the same rewards and sanctions procedure to ensure clarity and consistency for all.



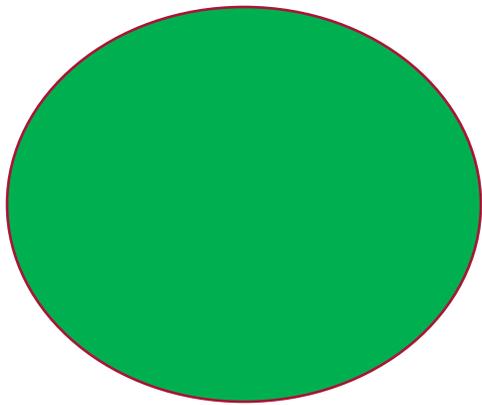
In every classroom there will be a
five colour behaviour display.



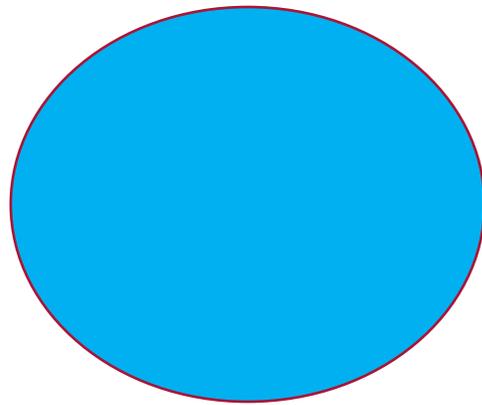
red



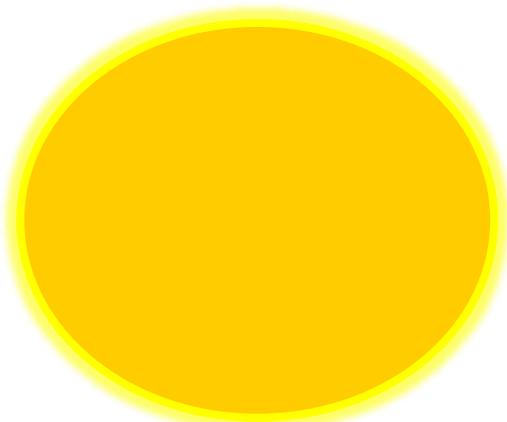
amber



green



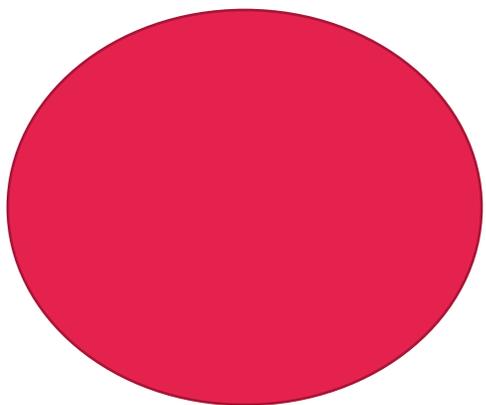
blue



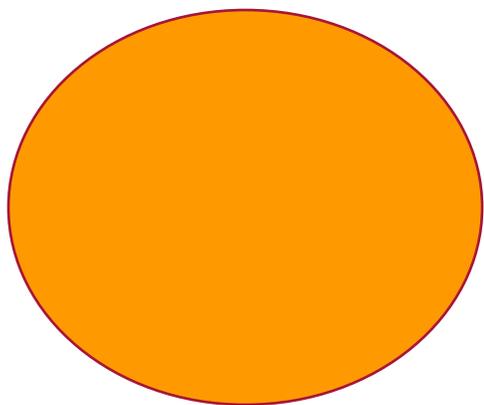
gold



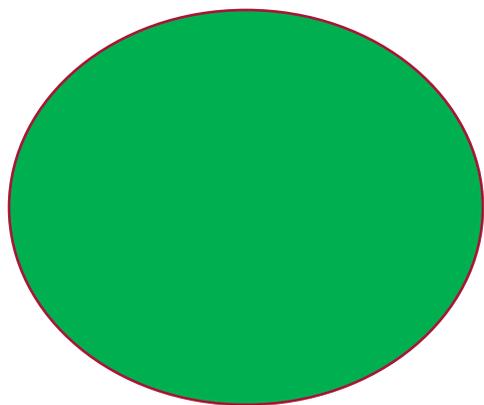
Every day should be green!



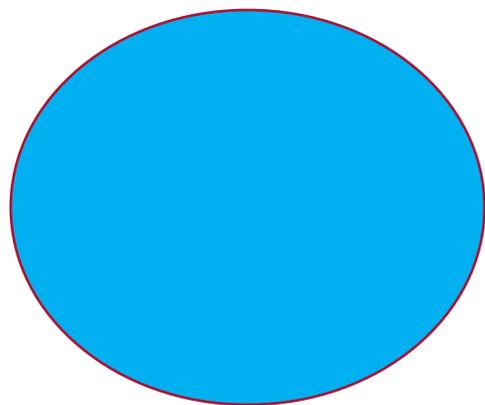
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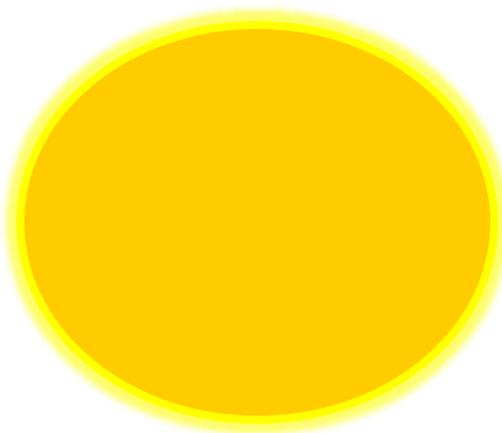
amber



green

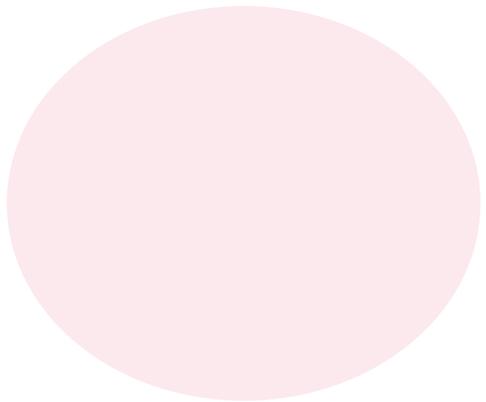


blue



gold

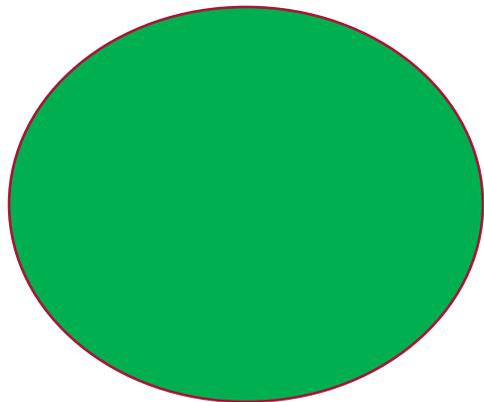
Everyone will start each day in
the **green** zone



red



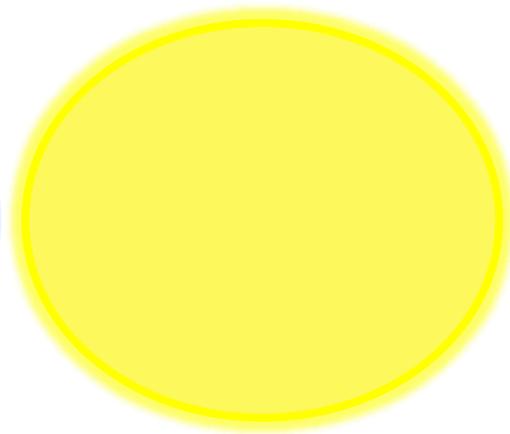
amber



green

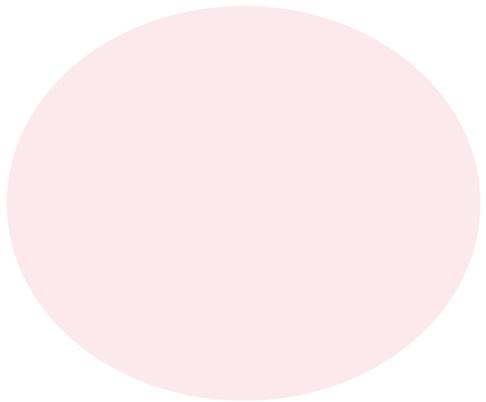


blue



gold

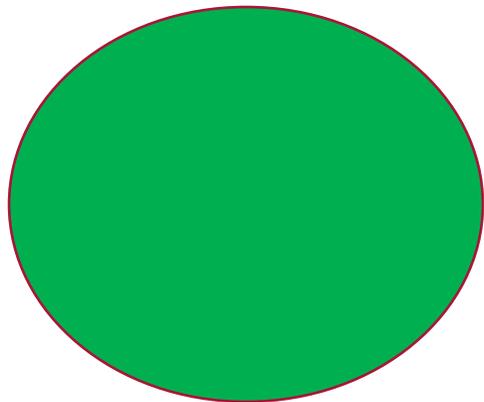
At the end of each day, everyone who stays in the **green** zone will earn a point.



red



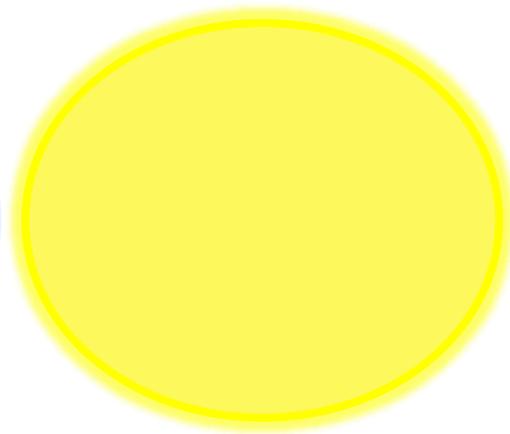
amber



green

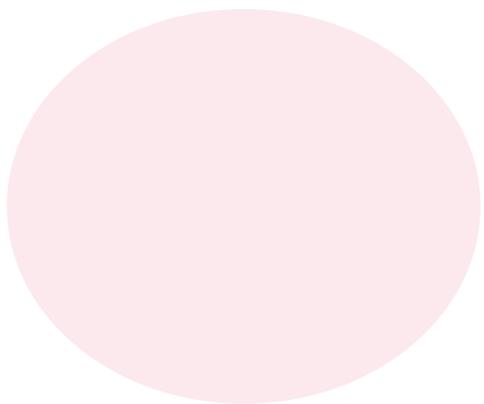


blue



gold

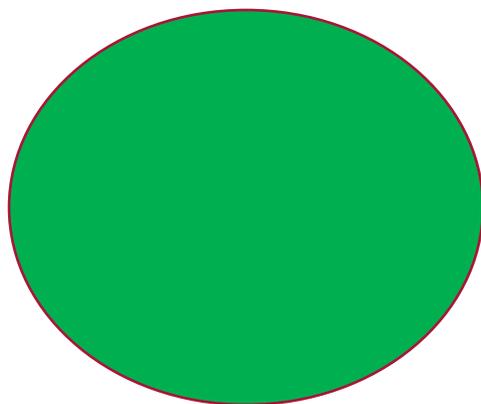
This point will be added to the class chart.



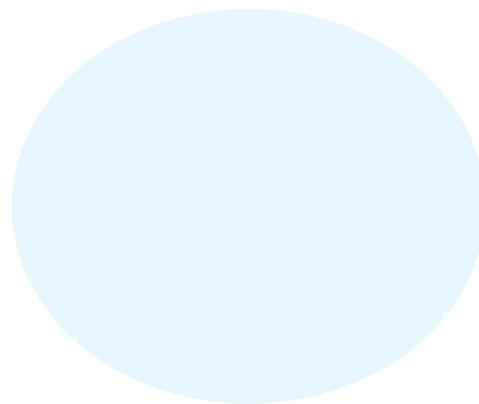
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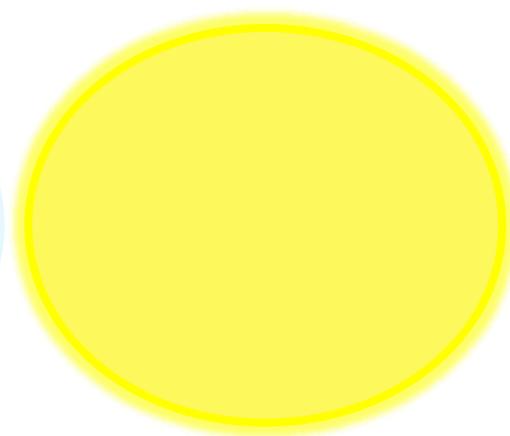
amber



green



blue



gold



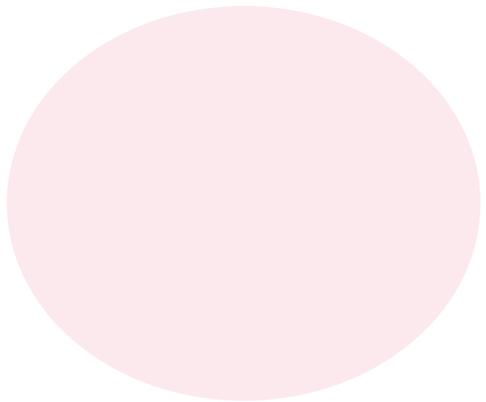
Children who have achieved a POINT every day by remaining in the **green** zone at the end of the half term will have a class reward.

This reward will be agreed by each class with the pupils at the start of each half term.





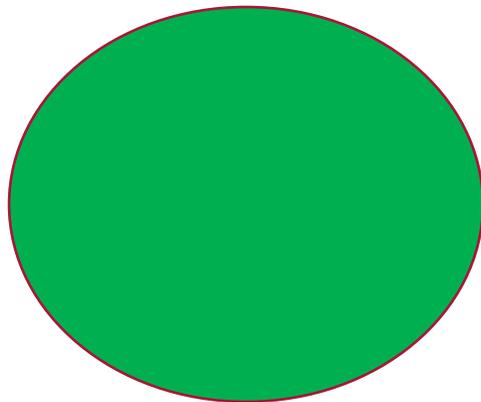
What will **green** look like?



red



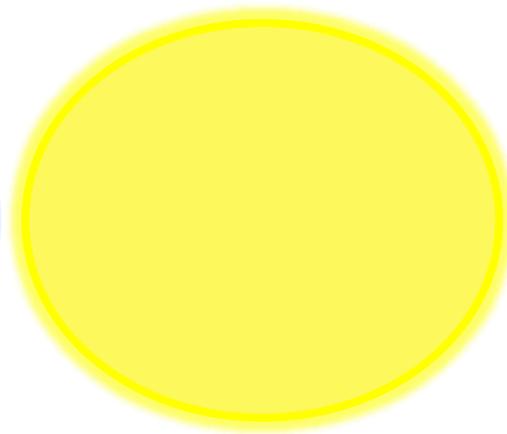
amber



green



blue



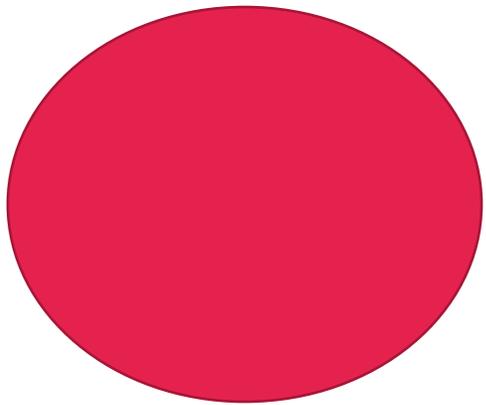
gold

Be ready, be safe, be respectful

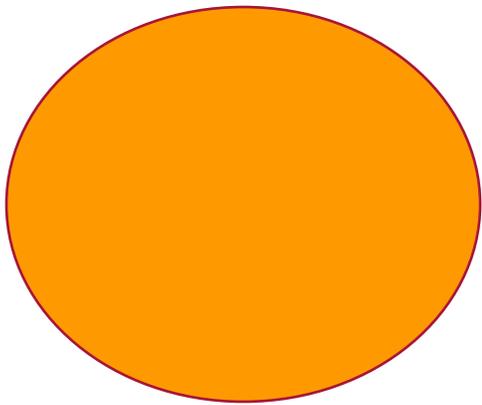
- Listening to each other
- Showing respect to all adults and children
- Good learning behaviour
- Always trying your best
- Those following the rules all of the time e.g. good sitting etc
- Kind hands
- Being ready to learn
- Looking after all equipment
- Participation in all activities
- Stopping when the whistle blows at playtime
- Lining up sensibly
- Walking around and into school
- Sharing
- Indoor voices in the dinner hall
- Using knives and forks to eat school dinners
- Speaking politely to everyone



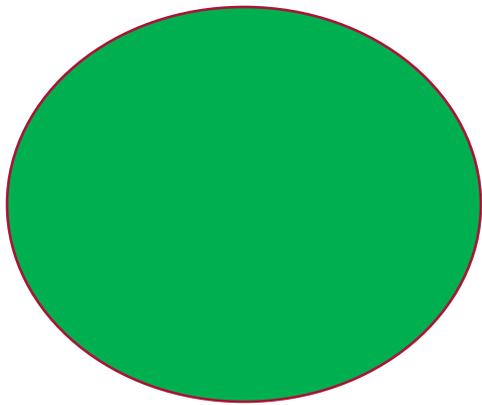
Going for gold!



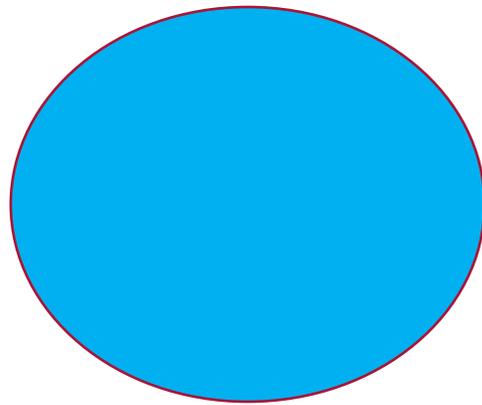
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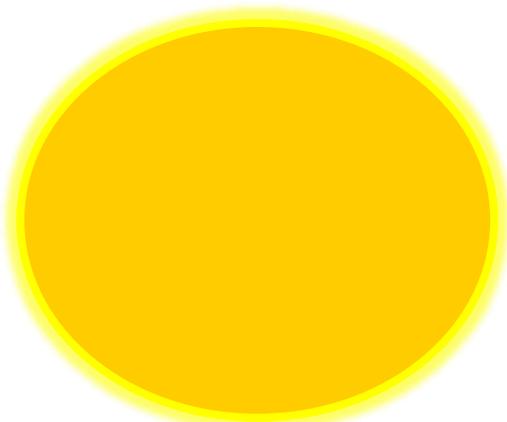
amber



green



blue



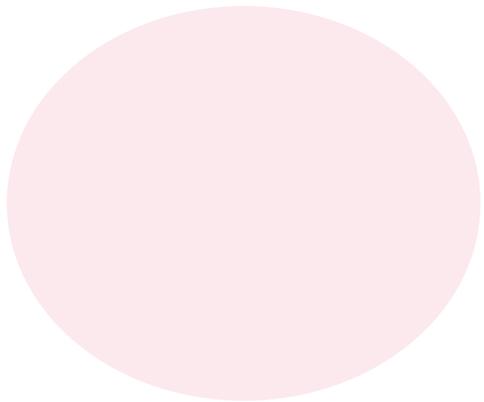
gold



If you do something really good, you will be rewarded with a sticker or note home.

You will also move to the **Dojo Zone** and earn a dojo point.

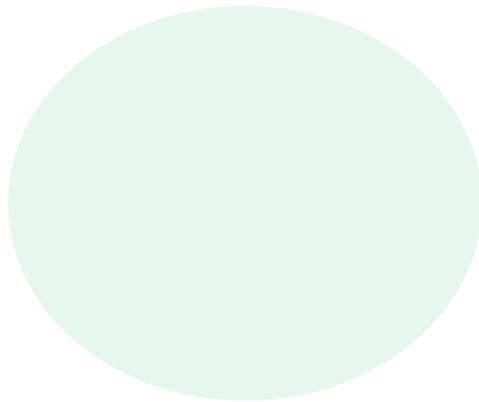
You will also earn **one point** on the 'Going for Gold' Chart!



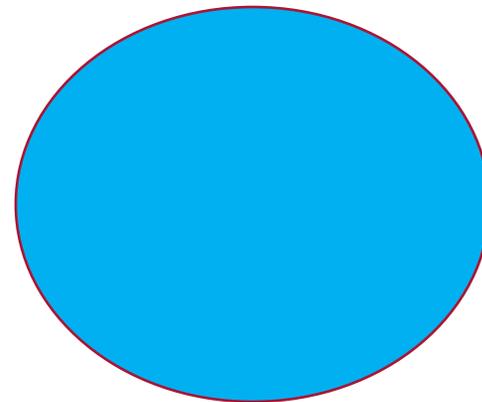
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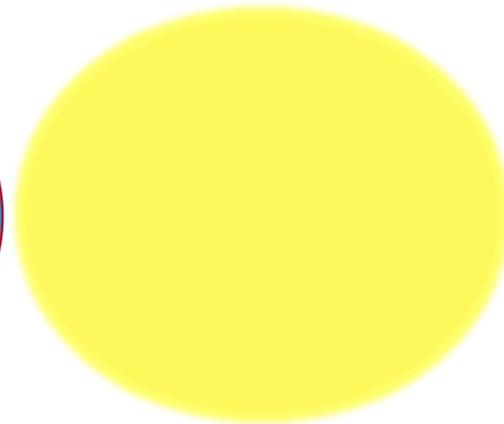
amber



green

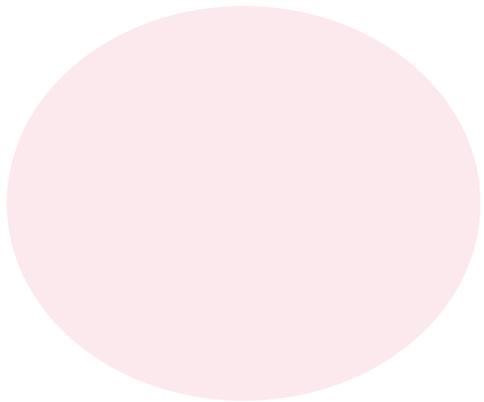


blue



gold

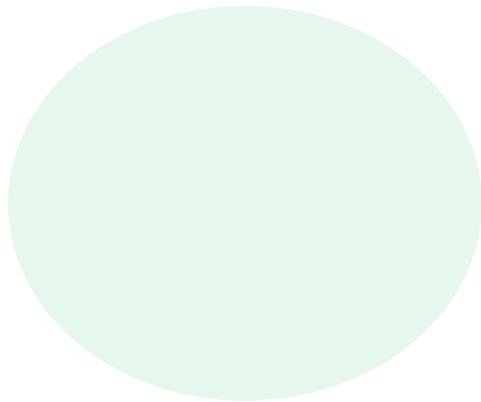
If you do something exceptional, a postcard will be sent home and you will move to the **gold zone** and earn **two dojo points** and two points on the 'Going for Gold' chart!



red



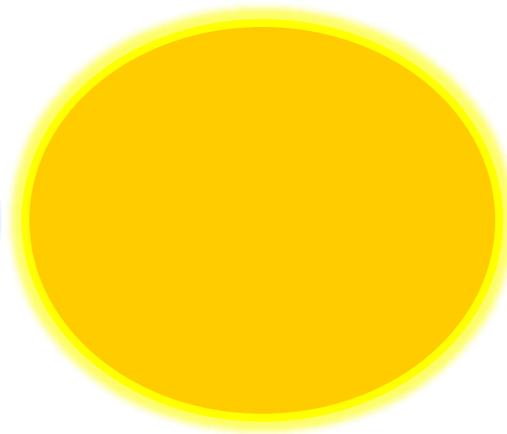
amber



green



blue

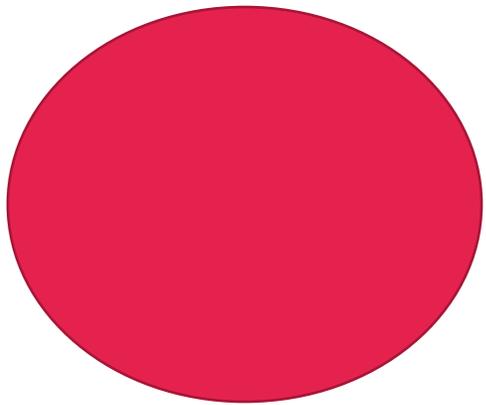


gold

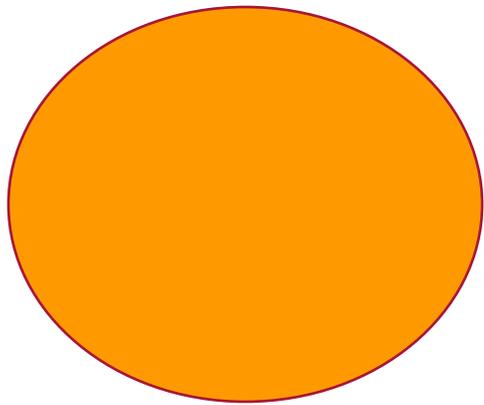
The 'Going for Gold' chart will last the entire academic year. When you are awarded ten points you will receive a bronze award given to you by your teacher.

Twenty points you will be awarded a silver award given to you in assembly.

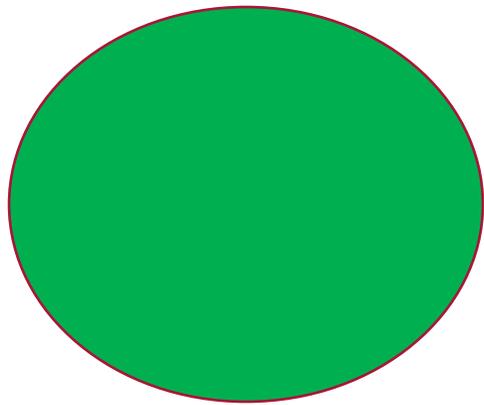
Thirty points you will receive a gold award.



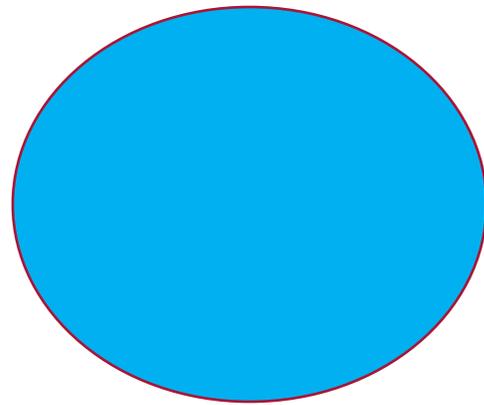
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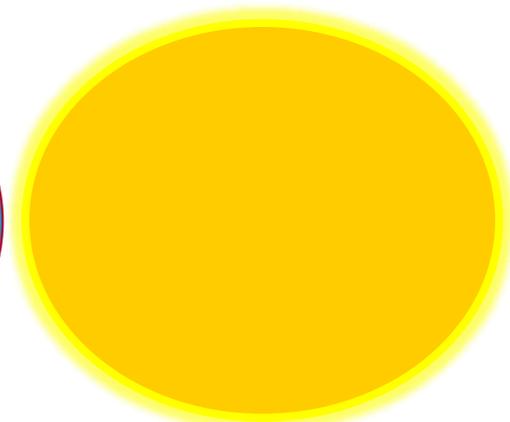
amber



green

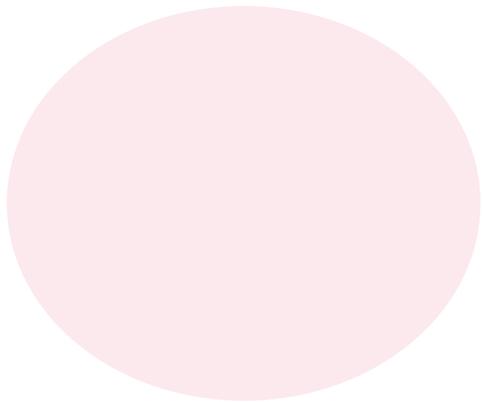


blue

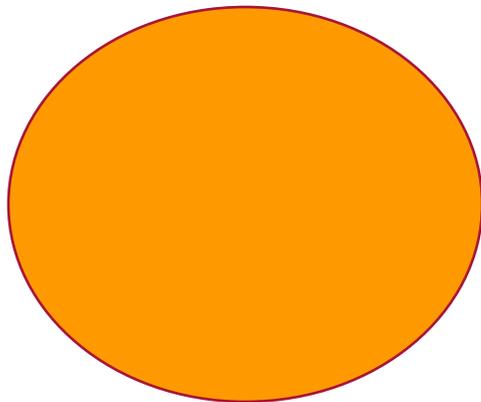


gold

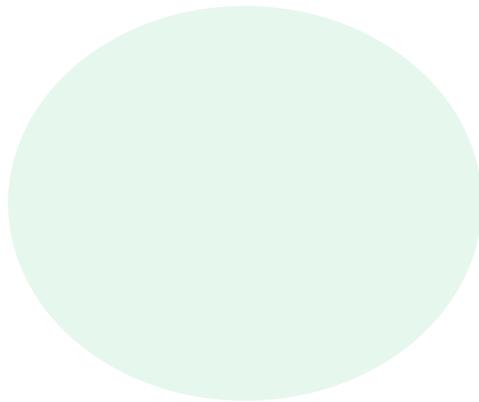
If you display behaviour that is inappropriate (disrupting lessons, wasting time, spoiling other children's playtime and lack of respect) you will move to the **amber** zone.



red



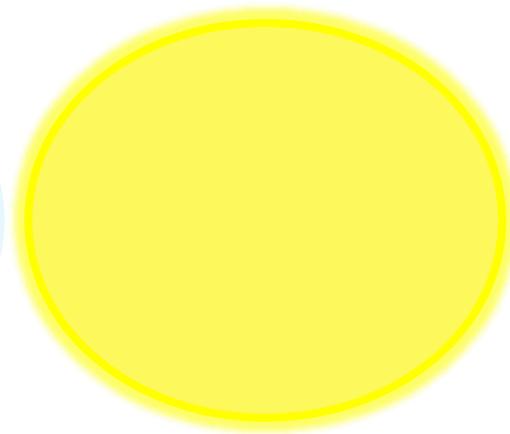
amber



green



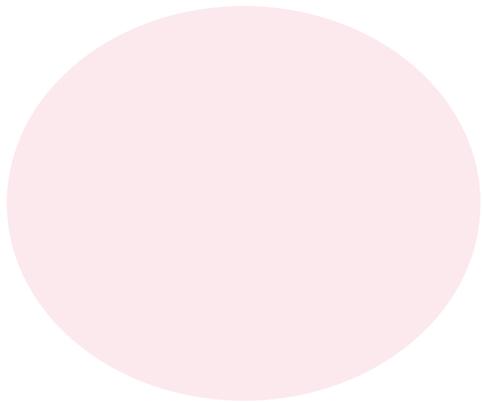
blue



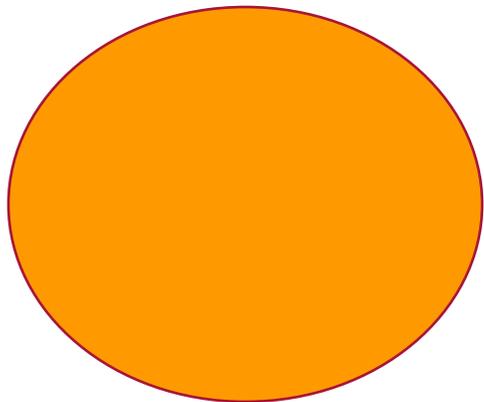
gold

If you have moved into the **amber** zone, you can move out, and back to **green**, if your behaviour improves.

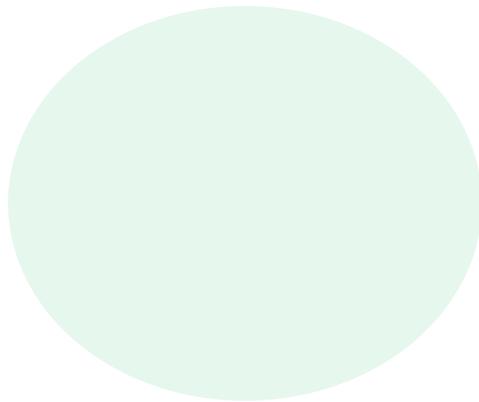
If you are still in the **amber** zone at the end of the day, you will not gain an achievement point.



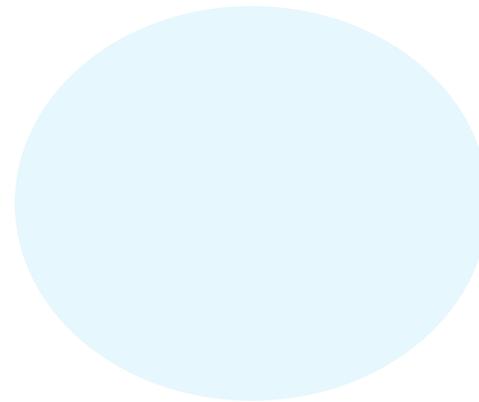
red



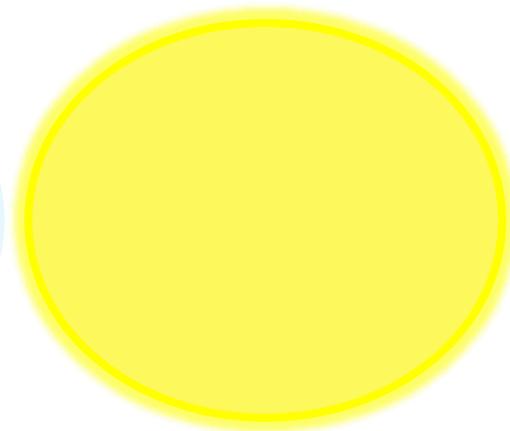
amber



green

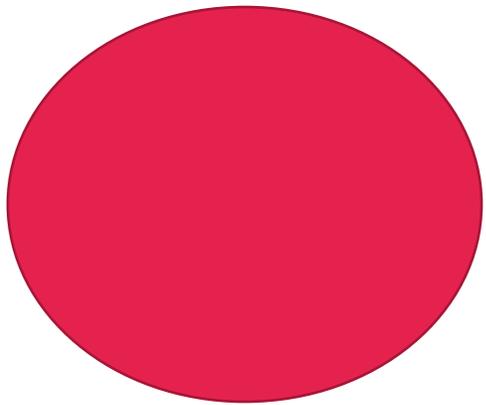


blue

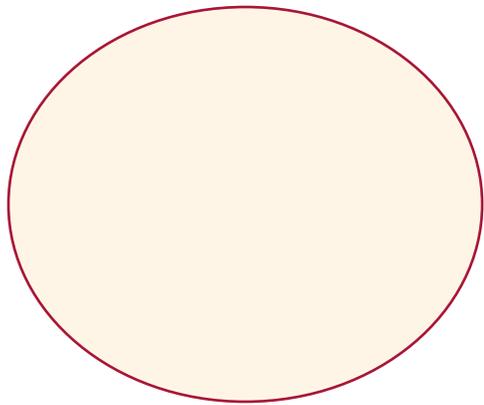


gold

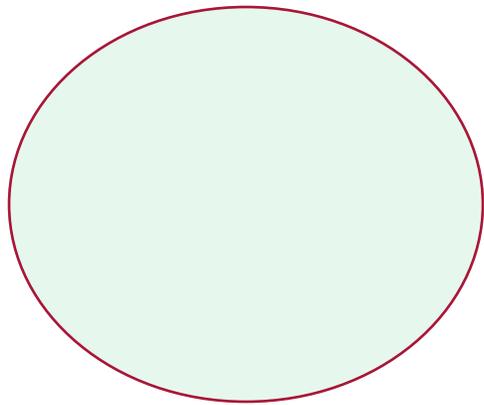
If behaviour doesn't improve, or for more serious inappropriate behaviour, you will be moved into the **red** zone where immediate sanctions will be put in place.



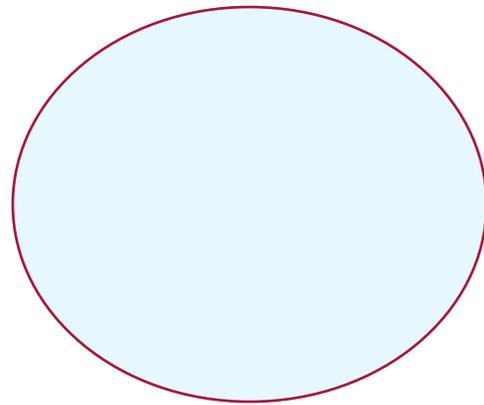
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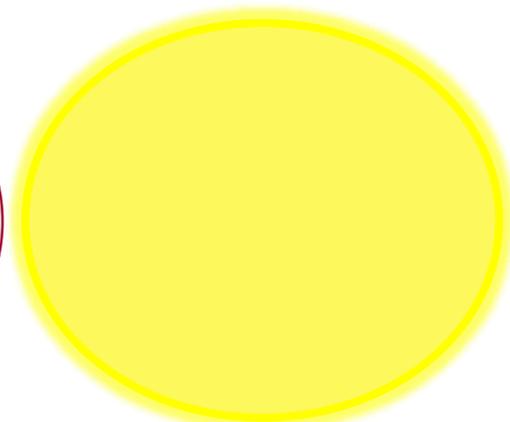
amber



green



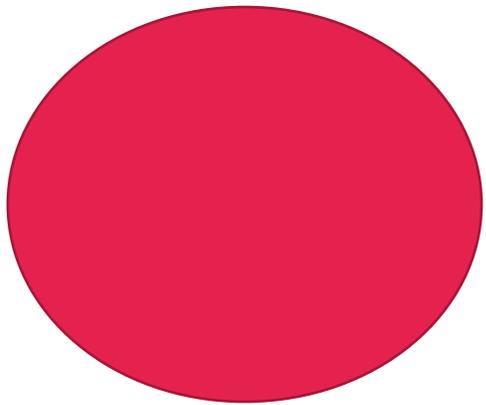
blue



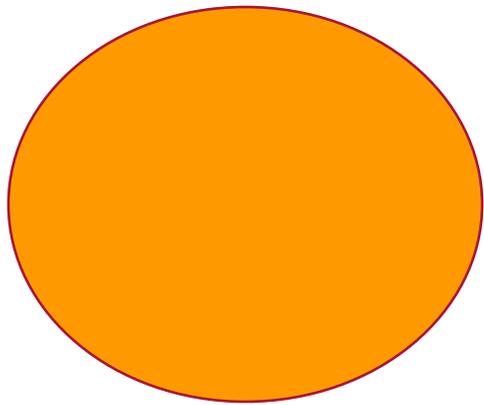
gold

If you have not achieved **green** every day, then time will be missed from the treat.

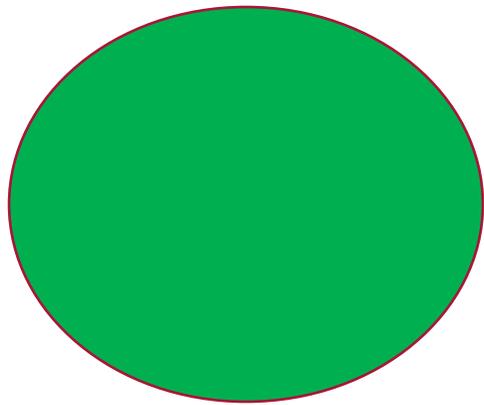
The amount of time will depend on the number of **amber** and **red** days.



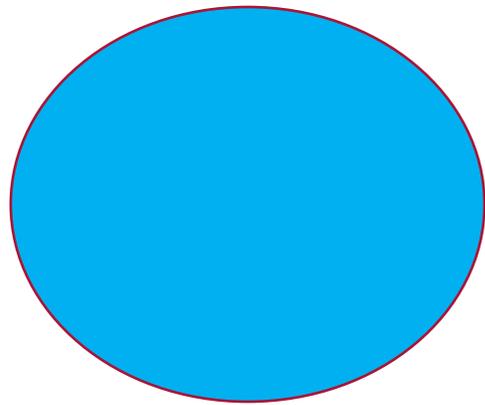
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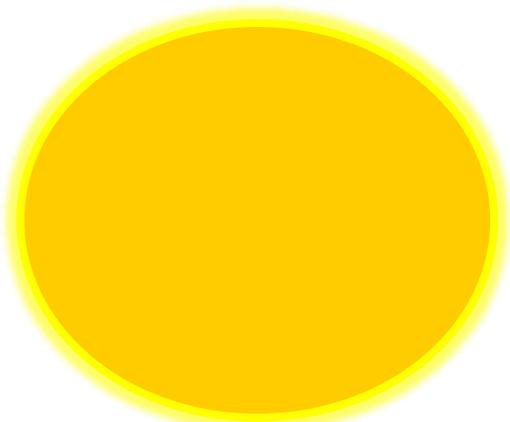
amber



green



blue



gold