



POSITIVE BEHAVIOUR FOR LEARNING

Policy Document

Positive Reward Systems

At Faulconbridge Public School we operate three reward systems concurrently. Both systems encourage positive behaviour and link directly to the school's expectations of being Safe, Respectful Learners.

REWARD SYSTEM ONE:

Purpose: To provide unlimited students with immediate recognition for following the school's expectations.

Practice: Students are given 'Cub Awards' to provide them with immediate recognition of positive behaviours. These are issued by teachers and/or executive across all settings and are collected in each classroom. All Cub Awards are placed into either an infants or primary draw with one student from each expectation being selected as the Safe / Respectful or Learner Student of the Week. Those six students are then invited to join the principal for a special morning tea, courtesy of the Blackboard Café. They will also be acknowledged in the school's weekly newsletter.

REWARD SYSTEM TWO:

Purpose: To publicly recognise students that have demonstrated positive behaviour in **one** of the school's expectations.

Practice: PBL awards will be issued by classroom teachers at K-2 and 3-6 assemblies. The school will acknowledge three students from each class that have demonstrated Safe, Respectful or effective Learning behaviours throughout the school.

REWARD SYSTEM THREE:

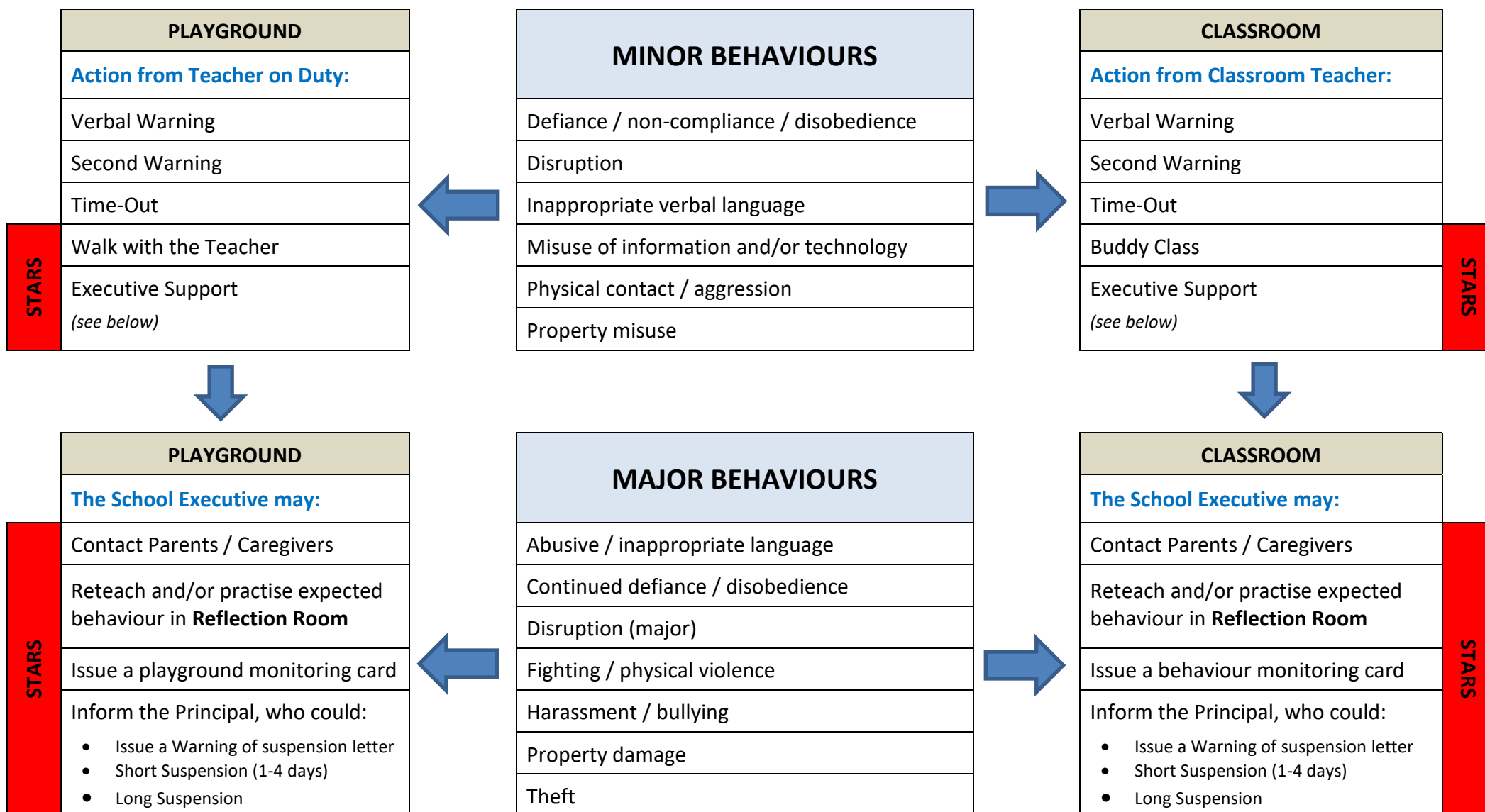
Purpose: To publicly recognise the students that consistently follow **all** three school expectations.

Practice: These gold-embossed foiled certificates are issued by classroom teachers at K-6 assemblies, twice a term. Students who demonstrate outstanding behaviour in **all three** expectations will be publicly acknowledged in front of the school community as they are presented with their prestigious award.

ADDITIONAL AWARDS:

- Individual teachers will also implement individual rewards systems in their classrooms. These may include Class Dojos, sticker charts, raffles, prizes boxes, table points etc.
- Class teachers will select one student from their class and present them with a **Diamond Bear Award** at our *Celebration of Student Achievement* assembly. Students who have consistently demonstrated outstanding behaviour across **all three** expectations will be publicly acknowledged by the school community at this significant event.
- They will also issue **2 x Academic Achievement awards** for excellence in Numeracy and/or Literacy and **2 x Merit Certificates** for application and academic improvement at the same *Celebration of Student Achievement* assembly.

Discipline Procedures



	All Settings	Technology Room	Library	Halls	Big Top Assemblies	Playground	Bus Lines	Toilet Blocks
Safe	<ul style="list-style-type: none"> Wear a hat when outdoors Enter and exit all areas safely Keep hands and feet to yourself Use equipment in an appropriate manner 	<ul style="list-style-type: none"> Pack up and log off your computer Leave food and drink outside Follow the Internet User Agreement 	<ul style="list-style-type: none"> Walk at all times 	<ul style="list-style-type: none"> Use the hall areas appropriately Walk, unless instructed, at all times 	<ul style="list-style-type: none"> Sit in your class lines Depart, following teachers' instructions 	<ul style="list-style-type: none"> Wait for the teacher on duty before entering the courts and oval Play in designated areas Running games on <i>courts</i> and <i>oval</i> only Kicking games on the <i>oval</i> only 	<ul style="list-style-type: none"> Stay seated on the verandah at all times Arrive promptly Ask for permission before leaving the area When your bus arrives, line up sensibly at the gate and wait for the teacher on duty. 	<ul style="list-style-type: none"> Flush, wash and leave Walk in these areas Be sensible with water
Respectful	<ul style="list-style-type: none"> Respect people and property Talk politely and use good manners Walk quietly so others can continue learning Listen and follow adult instructions Be honest 	<ul style="list-style-type: none"> Follow staff instructions Leave your workspace neat and tidy Only use your own technology 	<ul style="list-style-type: none"> Look after books and equipment Leave your workspace neat and tidy Leave hats, food and drink outside 	<ul style="list-style-type: none"> Enter and leave calmly and quietly Return the equipment to its appropriate place Respect the achievement of others 	<ul style="list-style-type: none"> Be seated in your lines before the 2nd bell Keep equipment still during assembly Be respectful of other people's personal space Respect the achievement of others 	<ul style="list-style-type: none"> Respect the environment Play fairly and by the rules Share equipment and space 	<ul style="list-style-type: none"> Allow other passengers to exit the bus before boarding Talk politely and use good manners 	<ul style="list-style-type: none"> Wait your turn Give others privacy Turn off taps
Learners	<ul style="list-style-type: none"> Be a problem solver Be a prompt and active learner Always do your best Participate when required 	<ul style="list-style-type: none"> Focus on your own workspace Stay on task Keep computers at original settings 	<ul style="list-style-type: none"> Borrow books and read regularly 	<ul style="list-style-type: none"> Listen and follow instructions Participate in all activities 	<ul style="list-style-type: none"> Listen attentively 	<ul style="list-style-type: none"> Learn the rules of the game Encourage others to join in Take turns and cooperate Have a plan for play 	<ul style="list-style-type: none"> Help younger students Have your Travel Card ready for the bus driver 	<ul style="list-style-type: none"> Return promptly to class or playground Report problems to teachers