



The Manor School Behaviour Overview

Key Document details:

Author: [Hannah Gordon](#)

Owner: [Hannah Gordon](#)

Date:

Ratified: [February 2019](#)

Approver: Sarah
Todhunter (CoG)

Version No.:

Next review:

[Version no 2](#)

[February 2020](#)

Visible Consistencies- This is how we do it here...

1) Meeting and Greeting

At the start of the day and start of the afternoon we stand at the classroom door and welcome every learner.



2) Embellished Countdowns

For example;

- 5- Finishing off the sentence you are writing
- 4- Put your books in a neat pile ready to be collected
- 3- Everything out of our hands
- 2- Fantastic Carl you are showing me you're reading to learn
- 1-Let's move on



3) Show me good walking

We make everyone feel safe by insisting on good walking at all times.



Other approaches we would regularly see at **The Manor**

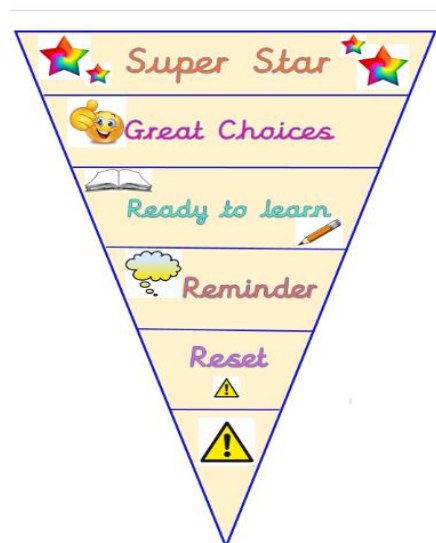
- Calming music to set the right atmosphere
- Visual timetables-used and referred to
- Referring to the behaviour flag
- Referring to our Christian Values –

We advertise good behaviour by...

Recognition boards

Each class will have a Recognition board that displays the behaviour being focused on will be displayed. The names of the children who achieve this will be added. Chase this behaviour and reinforce it enthusiastically. The aim is for everyone to have their names on the board each lesson or day depending on the focus.

We never remove names. If a child makes a bad choice this is dealt with separately.



hard

House points

House points are given for demonstrating our core values. They are about collaboration across the school. These points are announced in our celebration act of worship.

Behaviour Ambassadors

Each term teachers nominate behaviour ambassadors. These children receive this accolade in an assembly that their parents are invited to. All behaviour Ambassadors become mentors and represent the school in various ways.

Hot chocolate Fridays

- A celebration with pupils who have gone over and above by invitation of the head teacher.



Choices

At The Manor we discuss choices with the children and if necessary children will be asked to stay behind at the end of a lesson to restore and repair.

The Manor Script

As a staff we have evolved a range of assertive sentence stems that we used regularly. These are displayed in the staff room.

A model 30 second script

- I noticed you are...
- It was the rule about...
- You have chosen to...
- Do you remember last week when you...
- That is what I need to see today...
- Thank you for listening...

A 30 second intervention

- State the behaviour and which rule it goes against
- Explain the sanction is. Immediately refer to previous good behaviour
- Walk away; allow time -If there are comments as you walk away write them down and follow up later
- Catch somebody following the rules

Thumbs in

- To signal that a child wants to talk they will show their thumb
- If a child is desperate to discuss something they will move their thumb to show this
- This is in replacement for hands up
- We use lollipop sticks to enable us to do random questioning during lessons