

Foundation Stage Behaviour Policy

In Foundation Stage we adopt a consistent and fair approach to behaviour management with clear rewards and sanctions used by all staff.

We have high expectations of behaviour and ensure that each child understands what behaviour is expected.

We thought it would be useful for you to have an understanding of our behaviour management system that is used daily within the classroom.



- if children further exceed behaviour expectations they will be moved to the rainbow. Any child that is on the rainbow at the end of the day will receive 3 dojos.



- if children exceed behaviour expectations, for example, showing resilience or using their remembering skills, they will be moved to the sunshine. Any child that is on the sunshine at the end of the day will receive 1 dojo.



- all children start the day on the starting cloud and can then move up or down during the day.



- all children are given two warnings before moving to the thinking cloud. If a child is moved to this cloud, we ask them to have some 'thinking time' about their actions.



- if a child's behaviour does not improve after being moved to the thinking cloud, they will be moved to the rain cloud and this is when we will talk to parents at the end of the school day.

Class Dojo

Class Dojo is a communication app that connects teachers and parents and is a way of sharing information updates. It is also used as a reward system within the classroom, where the children can earn dojo points. When the children reach 20 dojos they are allowed to choose a prize from the dip box.

At the start of the year you will all be given an 'invitation' with a unique code to access your child's individual Dojo account - if you have lost this invitation please speak to the class teacher who will be happy to provide you with a new one.