

# Red Behaviours

Hurting other students, adults or animals

Racist/Sexist/Homophobic Language

Leaving school without school staff  
permission

Serious vandalism of school property

Stealing

Threatening or Bullying Behaviour (verbal  
or with objects)

Continuously disrupting other's learning

**Possible Consequence – Reflection**

**Day/Contact Home**

**No tokens given for that day**

# Orange Behaviours

Verbal abuse **towards** a student or adult

Refusing a reasonable request from an adult

Inappropriate technology use

Physical aggression e.g. pushing

Unsafe behaviour

Damage to school property

Lying

Interrupting another's learning.

**Step 1 – 1 warning and time to use a calming/regulating strategy.**

**Step 2 – No tick/token for the lesson.**

# Green Behaviours

Showing respect to students and adults

Showing respect for people's physical space.

Following a reasonable request

Appropriate technology uses

Using manners

Showing kindness and being helpful

Asking for and using a calming strategy

Communicating feelings and needs

Focusing on learning for your target time/amount

**Rewards**

**Positive Dojo Home**

**1 token per tick**

**Tokens also given for any amazing choices!**

Token System.

All children will have a Success Log for each day, which will be carried with them.

Green Behaviour or an Orange warning but back to Green equals a tick  
Orange behaviour is a dash - no tick given  
Red Behaviour voids all ticks for that day.

Each tick means 1 token.

Students can spend their tokens in their weekly treat time which is allocated on their timetable.

Students will make suggestions on potential trips such as a trip to the milk farm, Mc Donalds, a drive or a walk, or Nandos. Staff/SLT will decide how many tickets are needed for that treat e.g. 10, 20, 50, 100 tickets and this will be displayed in the Meeting Room on each site.

A record will be kept of all tokens for the children.