



**Five
Rivers®**

Clannad School Behaviour Support Policy Appendix

'Five Rivers is committed to safeguarding and promoting the welfare of children and young people and expects all staff and volunteers to share this commitment'

Policy Owner	Head Teacher
Authoriser	Head of Education
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This document is to be read in conjunction with the behaviour support policy.

Description of Clannad School's Points System and How It Works:

The reward points system at Clannad School has been formulated to challenge all the pupils academically and provide an incentive to succeed within their own personalised learning environment.

Each pupil has 4 personalised targets which will be scored during each lesson. For example:

Target 1 - To complete all work set to a high standard 90% of the time
Target 2 - To remain in the classroom, leaving only with permission
Target 3 - To be kind to peers and staff 90% of the time
Target 4- To organise the materials needed for a task and clear them away appropriately

The pupils have 5 lessons a day, and in each lesson, they earn a point for meeting each target. Hence, they can get up to a maximum of 20 points each day. Pupils who earn up to 16 points and above for the day automatically earn a token which is worth £1. The tokens are given out to pupils at assembly on Friday when the points for the week are announced. Pupils save their tokens in their own school money jar.

The school's points are collated from a Friday to Thursday, so over the week, pupils can earn a maximum of 100 points. On a Friday afternoon, the pupils can take part in a reward session for the remainder of the day.

Examples of what points they need and what that enables them to do:

- If the pupil earned 70 points and above, then on Friday afternoons (lessons 4 & 5) they can choose to conduct a choice of activity in or out of school. This can range from a pre-planned set of educational visits, which may have been previously enjoyed by the pupil to a treat at their choice fast food restaurant.
- Pupils who earned under 70 points but over 50 points remain in school to utilize their reward time. This may be using the computer, bringing over an electronic device from home and/or playing in the garden or board games with peers or staff.
- If the pupils earn under 50 points, then they must complete a piece of catch-up work in order to earn any reward time.