

## YSGOL MORFA RHIANEDD BEHAVIOUR CODE– Traffic light system

Step	Colour	Break Rule	Outcome	Rewards
0	Green		Pupil's name on the green light.	Receive golden time
1	Green	The first time	Warning. Time out if appropriate. Pupil to apologise to the teacher.	Receive golden time
2	Black	The second time	Formal warning – Pupil to apologise to the teacher. Pupil to work/stand on their own, if appropriate. No more misconduct = F PH – Return to green per session am/pm KS2 – Return to green at the end of the day.	Receive golden time
3	Orange	The third time	Pupil's name will move to the Orange light. Remind the pupil of the outcome of any further misconduct. Thinking time. Nursery and Reception – Thinking mat, Yr 1 - 6 –penalty task set by the teacher. Foundation phase children return to green at the end of each day. KS2 return to green at the end of the week. There will be an opportunity for the children that improve their behaviour to return back to green.	Teacher's choice.
4	Red	The fourth time	Pupil's name will move to the Red light. Send to Headteacher /deputy head teacher to discuss the situation. Update SIMS database and the classroom behaviour book. Nursery and Reception –Loss of privileges and golden time. Yr. 1-6 – 3 penalty tasks set by the teacher. Loss of privileges (Trips etc.) <b>Phonecall home.</b>	No golden time Loss of privileges
5	Red	Red for the second time within the ½ term	Call the parents into school. Refer the pupil to external agencies. Individual behaviour plan. Behaviour chart.	No golden time. Loss of privileges.
6	Red	Unacceptable behaviour continues	Part-time or permanent exclusion. Alert the Board of Governors.	

- F PH = Foundation Phase, KS2 = Key Stage 2
- All children on a red light switch back to green at the end of the day (FPH)/week(KS2)
- **If serious misconduct, the pupil will move immediately to step 4.**