

Behaviour Coding:

Coding:	Value:	Occurrence:	Description:	Action:	Consequence:
Consequence 1	1	Lesson	<p>Low-Level behaviour that impacts the individual's preparation for learning or impacts their own progress.</p> <p>Low-Level behaviour that does not meet expectations.</p> <p>Eg, Equipment, Uniform, Inadequate Classwork, Homework, Late to Lessons.</p>	<p>C1 logged on SIMs. Student informed.</p> <p>Monitored by PL via weekly data report.</p>	<p>Conversation with member of staff.</p> <p>Sanctions for persistent failure to meet these expectations.</p>
Consequence 2	2	Lesson	Warning issued when behaviour is disrupting. Removed from the lesson.	C2 – Remove from lessons logged on SIMs. Student escorted to Study Room.	Student Reflection
		Break/Lunch	Behaviour which contravenes school expectations and routines.	Teacher to address student about UCC expectations. Student informed of detention.	Centralised detention (Instant).
Consequence 3 <i>Severe Behaviour Incident</i>	3	Lesson	<p>Any serious behaviour incident.</p> <p>Eg, Ignoring/Challenging Staff, Fighting, Vandalism, Aggressive Behaviour/Language/Unsafe Behaviour</p>	<p>C3 - logged on SIMs Removed to Study Room</p>	<p>In isolation whilst investigated. Phone call home that day from PDC/PL. PL to decide further action. PL to log as severe, bullying, racism, homophobic or extremism incident.</p>
		Break/Lunch	<p>Any serious behaviour incident.</p> <p>Eg, Ignoring/Challenging Staff, Fighting, Vandalism, Aggressive Behaviour/Language etc</p>	Removed to Study Room	As above

Reward Coding:

Coding:	Value:	Occurrence:	Description:	Action:	Reward:
HP 1	1	Lesson Event	<ol style="list-style-type: none"> 1. Demonstrating actions above and <u>beyond</u> the usual expectations of the classroom or homework. 2. Representing the College. 3. Charity Contribution 	<p>H1 logged on Sims when it has been achieved. Student informed. (Logged as either excellent effort, excellent contribution, excellent homework or helpfulness)</p> <p>H1 logged on SIMs by staff responsible for the student at the event.</p>	<p>1 housepoint.</p> <p>1 housepoint</p>
HP 1	1	Break/Lunch	A demonstration of any of the college values which benefit others or the school environment.	H1 logged on SIMs by member of staff.	1 housepoint
HP 2	2	Tutor	<ol style="list-style-type: none"> 1. 100% Attendance in any 1 term. 2. Commendations. 3. Tutor Reward (Attainment based) 	<p>H2 logged on SIMs. Certificates produced by Student Services.</p>	<p>2 housepoints (Certificates presented in Award Assemblies each term for 1 and 2)</p>
HP 3	3	College	<p>Any significant achievement that is above and beyond, for example: Eg. Student of the Month, Fundraiser, Competition Winner, Overcoming Adversity, Making a difference to the School Community.</p>	H3 logged on SIMs	<p>3 housepoints Letter home or electronic postcard from Principal.</p>