

# **Cranmore Integrated Primary School**

## Summary of the Policy for the Promotion of Positive Behaviour

### **Rationale**

Cranmore Integrated Primary School is first and foremost an educational establishment where people of differing backgrounds come together to work and learn in a community subscribing to the principles of equity and fairness. As such, its purpose is to provide optimum conditions in which effective learning and teaching can take place.

These procedures will try to lead the pupils towards acceptable behaviours through positive reinforcement. When a pupil does not comply with known rules or routines sanctions will apply.

Reconciliation is an underlying principle of this policy and children should always feel members of the school community respect them and value their contribution. It should be stressed that the behaviour is unacceptable not the child.

### **Aims**

In the belief that success and self worth are fundamental to harmonious development we aim to:

1. Create conditions in which optimum learning and growth of the children can take place
2. Foster self-esteem through a comprehensive approach to academic, emotional, physical and social development of the children
3. Generate in our pupils confidence in their relationships with each other and with adults leading to an awareness of their own and other's uniqueness
4. foster in our pupils a respect for their environment and for the rights of others including the shared resources of the school and wider community
5. develop an empathy with those of different religion, background and culture

Our policy recognises that pupils, staff and parents have rights and responsibilities and all in our power will be done to uphold these and ensure that there is fairness, equality of treatment and justice for all.

The full policy sets out the various rewards and sanctions which are used to promote positive behaviour at Cranmore.

A copy of the full policy is available to all parents of current pupils if you contact the school Principal.