

## Overview of Rewards and Consequences (Sanctions) Early Years Foundation Stage

The Foundation stage have incorporated the whole school Habits of Mind focus into their existing 'You Can Do It' system to ensure the children are able to access it at an appropriate level.

<b>Rewards</b>	<b>Consequences (Sanctions)</b>
1. Non verbal praise (e.g. thumbs up)	1. Teacher will focus on the positive behaviour of others in the class to encourage those that are displaying the inappropriate behaviour.
2. Verbal Praise/Positive Words	2. A look to remind of appropriate behaviour in a positive way (non-verbal)
3. 3. Peer Group Praise (Class or Assembly)	3. A look and verbal reminder of appropriate behaviour/warning of consequence.
4. HOM Token to be added next to reward chart linked to relevant habit. (To give a sticker is optional)	4. Child given choices to correct inappropriate behaviour (i.e. a positive choice and consequence vs a negative choice and consequence)
4a. Cumulative HOM tokens to be rewarded as follows:  10 tokens = certificate given in assembly 10 tokens in every area = medal 20 tokens = badge given in assembly 20 tokens in every area = postcard sent home 30 tokens in one area = bear 30 tokens in all areas = head teacher award	5. Time out to think about what they've done and how they could have achieved in a positive way, followed up with a discussion with an adult.
5. Sent to share good news with another adult or senior leader.	6. Extreme or persistent negative behaviour should be recorded and discussed with parents/carers and may lead to the introduction of an 'Individual Behaviour Plan' for the child.
6. Whole Class reward system agreed by each individual class	7. Inform Key Stage leader or Assistant Head
7. In exceptional circumstances achievements will be shared with the school community via the school newsletter, website or in assembly where a child, group or class is singled out as great role models.	8. Involvement of Deputy Head Teacher or Head Teacher
	9. Continual disruptive behaviour will lead to a formal exclusion

Note: A child cannot lose a reward once it has been awarded.