

**2023**

**FUN CLUB BEHAVIOUR POLICY**

**Overview**

Fun Club aims to provide a happy, caring environment with engaging activities for our children to do. Therefore, we set high expectations of behaviour through encouraging and praising good behaviour. The children are encouraged to respect themselves, each other, adults and property. Understandable rules are applied to be fair and consistent.

Parents will be informed of persistent unacceptable behaviour. The child may be monitored by staff to identify any further problems. If a child’s behaviour does not improve, senior staff will advise parents of this.

**Rules**

Our rules are clearly explained and modelled to the children on an ongoing basis. Whilst attending Fun Club, children are expected to:

* **Be kind**
* **Be safe**
* **Be sensible**
* **Do as you are asked**

**Positive behaviour is encouraged by:**

* Staff acting as positive role models
* Praising appropriate behaviour
* Informing parents about individual achievements

**Dealing with inappropriate behaviour**

* Challenging behaviour will be addressed in a calm, firm and positive manner.
* In the first instance, if necessary, the child may be removed from the activity.
* Staff will explain why the behaviour is deemed inappropriate.
* Staff will encourage and facilitate mediation between children to try to resolve conflicts through discussion and negotiation.
* Staff will consult with parents to formulate clear strategies for dealing with persistent inappropriate behaviour.
* Children will be given a fresh start after the incident.
* Good behaviour will be reinforced.

If after consultation with parents and the implementation of behaviour management strategies, a child continues to display inappropriate behaviour, Fun Club may decide to exclude the child. The reasons and the processes involved will be clearly explained to the parent in meeting with a senior member of staff.

**Dealing with and establishing good behaviour**

Rewards can be:

* Social rewards: smiling, clapping, praise.
* Activity rewards: let the child choose an activity or toy they would like to play with.
* Token rewards: give the child stickers.