






POSITIVE PLANETS CLASS-BASED POINTS SYSTEM

	5	<p>1) Every child is on earth when they come in each day and therefore automatically get 1 point for attending (if they are not in they move off earth and their names are at one side – this means they get a point for every day they attend which will motivate attendance and we can see, for health & safety/fire drill purposes, who is not in immediately)</p> <p>2) Children who display excellent EFFORT in behaviour and work FOR THEM (not in comparison to others) move up a point at the discretion of the class teacher (the teacher might move up a whole table, most of the class, just one child) – teachers use their discretion & professional judgement</p>
	4	<p>3) Children will NOT move down once they have earned the point (so those who achieved a point in the morning but had a bad afternoon will not lose their morning points)</p>
	3	<p>4) The top planet should be the highest possible effort and will be exceptional (do not go to double, double etc!)</p> <p>5) At the end of the day points are recorded and the sheet will be collected at the end of the week so SLT can monitor behaviour</p>
	2	<p>6) This is ONLY for class-based behaviour management and not to be used for playtimes or behaviour anywhere else in school (so teacher is making the decisions)</p> <p>7) Any child getting a star of the week, wow or VIP certificate gets a point on a Friday (Shining Stars children get 2 points)</p> <p>8) At the end of each half-term the top 6 children in each class get additional playtime</p>
	1	<p>9) At the end of the term the top points children will get a 'party' & 'fun-time'</p> <p>10) At the end of the year the top points children will get a bigger reward e.g. trip out</p>
Not in	0	