

Warton Nethersole's C.E. C Primary School: Behaviour Policy:

Appendix 2: Lunchtime Supervision

In order to maintain a happy and well ordered school during lunchtime break, children are supervised by a Midday Supervisor and a team of Dinner Supervisors who continue to ensure that a good standard of behaviour is maintained and that the school rules are observed. Children are expected to have good manners at meal times and to act in a helpful and considerate manner during the serving and clearing of meals. During lunch break the supervisor's word is final.

Midday Supervisors may award certificates for helpfulness, kindness and good behaviour. Sanctions will include a rebuke, the withdrawal of permission to use equipment or play in a particular area, missing of playtime or referral to the Headteacher.

Children are permitted to use certain items of equipment at the discretion of the supervisor. At wet playtimes children are supervised in the classroom and activities are provided.

Children must remember that lunchtime supervisors are to be **offered the same respect and obedience as any other member of staff and that their behaviour at lunchtime should be the same as that at any other time of the day.**

Children must observe the following 'Playground Rules':

Always treat the Dinner Supervisors with respect and follow their instructions.

- play safely at all times and do not harm others;
- be considerate to others on the playground;
- play fairly;
- keep off the grass unless you have permission;
- stay off the mound
- take care of equipment;
- stay away from Maple's fire door –it is out of sight of the main area
- care for the school grounds and keep them tidy;
- do not come back into school without permission;
- do walk, don't run, near doorways.

Midday Supervisors will deal with any allegations of bullying and report these to the Senior Supervisor who will then pass this onto the teachers of the children concerned and the Headteacher for further investigation as outlined in the Anti Bullying Policy.