



Code of Behaviour-Addendum - Covid 19

In light of the need for children to behave differently and to follow specific rules on their return to school during the Covid-19 pandemic, this amendment to the Code of Behaviour Policy outlines specific changes to guidance that pupils will have to follow. Our guiding principle when making any changes or adjustments to policy is to be able to keep all of our children, families and staff safe and place their wellbeing at the forefront of everything we do.

These amendments will need to be communicated to pupils, parents and staff.

Behaviour Expectations:

- amended expectations about breaks or play times, including where children may or may not play
- clear rules about coughing or spitting at or towards any other person
- Clear rules on teasing or taunting another child about Covid-19
- clear rules for pupils at home about conduct in relation to remote education
- Identify any reasonable adjustments that need to be made for students with more challenging behaviour.

School Routines and Procedures:

- following any altered routines for arrival or departure
- following instructions on who pupils can socialise with at school
- Following instructions on staying within pod and remaining at table.
- Remaining within bubble of their class grouping as per specific instructions (for example, out of bounds areas)
- Following instructions on handshakes and hugs, particularly in in 3rd – 6th classes
- Rules about sharing any equipment or other items including drinking bottles
- Use of toilets

Hygiene and Health Expectations:

- following school instructions on hygiene, such as handwashing and sanitising
- expectations about sneezing, coughing, tissues and disposal ('catch it, bin it, kill it') and avoiding touching your mouth, nose and eyes with hands
- tell an adult if you are experiencing symptoms of coronavirus
- Expectations on wiping down own desk after eating, sneezing, blowing nose etc and keeping personal area neat and tidy

Signed: 
(Chairperson)

Date: 19/8/2020