



## Seagull Childcare Shaldon, South Devon

### **BEHAVIOUR MANAGEMENT POLICY**

All children have good and bad days, perhaps because they are tired or feeling unwell, but seriously disruptive behaviour will not be accepted and will be dealt with. It is important that children learn the rules and boundaries, of what is and is not allowed.

A log book is available to record any serious incidents which will be discussed with the parents/carer of the child at collecting time.

Incidents that will not be accepted are as follows:

- Bad language to me, another adult or to the other children
- Bullying/hurting another child

I will work with parents/carers of a child to help solve any problem and to encourage the children:

- To be kind and nice to each other
- To do helpful tasks
- To try and solve small problems between themselves
- To be polite, knowing when to say 'please' and 'thank you'

No smacking or physical harm will be accepted, to another child or to an adult, including myself, while a child is in my care.

I will ignore the child for a while if having a tantrum of generally not doing what he or she has been asked to. Normally children do this to be noticed and get attention so it is best for me and the other children to continue with activities until the child does what she or he has been asked to do and joins in with the rest of us. The child will then be praised for good behaviour.

If the child continues to ignore me then they will be told that they can't have their snack or join in a particular activity, one which they particularly enjoy, until they do what they have been asked to do.

Promoting positive behaviour is very important and I do this by:

- Giving lots of praise for good behaviour
- Giving the children individual attention so they feel valued
- Setting a good example, being a good role model
- Listening to what the children have to say
- Rewarding good behaviour (choosing next activity etc)
- Using a good behaviour chart

I help the children understand my house rules, which are realistic and I am consistent in the enforcing of them. I do not give out confusing signals, Saying No means No!