## Agreed behaviours we will acknowledge students for.

1. Being polite, courteous and respectful. It might look like this: (saying thank you, please, excuse me), show manners/mindful (holding doors open for others), greeting others, and be respectful of others (listen to others).

2. Being kind to others, peers, adults and visitors.

3. Being upstanders and inclusive. Showing understanding and empathy to others.

## Agreed Expectations For Marble Jars

1. Each team has two or three jars with different rewards on it. Ideas for rewards is

brainstormed with the children.



Example from Ruru

- 2. When they are given a marble, students can decide which jar to place their marble in.
- 3. Once a marble has been earnt, it cannot be taken away.
- 4. When a jar is full, the whole team has earnt that reward. Everyone is included the activity.
- 5. After the reward, that jar is emptied and a new reward chosen. The other jars remain until they have been filled.

## Agreed Expectations For Marbles during playtime

- 1. We will use paper tokens instead of marble jars.
- 2. Teachers will have a bag with tokens to give out.
- 3. Students will hold onto their tokens until the end of lunch. It is their responsibility to keep them safe.
- 4. At the end of the lunch, students will give their tokens to a teacher in their hub.
- 5. One student can deliver the tokens to the office after the breaks
- 6. Once the jar is full in the office it will go towards a whole school acknowledgement e.g longer lunch time