



Kings Camps Behaviour Management Framework

It is vital that children, parents and staff behave in a way that encourages the fun, safe and secure environment we're committed to providing. Every child is unique but there are common behaviours that are needed for camp to be successful.

Our behaviour management framework includes expected and not-acceptable behaviours, and our process for managing behaviours that compromise the well-being of children and staff. Our intention is to always provide harmonious and positive experiences for every child in our care and offer consistency in our approach to disruptive or un-safe behaviour.

Expected Behaviours	Yellow Card Behaviours	Red Card Behaviours
Be helpful	Being disruptive	Being physical with others
Be respectful and polite to others	Damaging equipment or facilities	Racial, homophobic or discriminatory language or actions
Get involved and participate	Failing to follow the mobile phone policy	Repeated incidents of Yellow Card behaviour
Kind hands, feet and words	Lack of taking responsibility for your actions	Repeatedly failing to follow the mobile phone policy
Take responsibility for your own actions	Negative, hurtful or unkind words and actions	Stealing, vandalism or deliberately damaging equipment or facilities
	Not allowing others to be heard	Un-safe behaviour e.g. running away, climbing fences or hiding
	Not keeping your hands and feet to yourself	Verbal threats or intent to hurt others
	Repeated not listening and following directions	

The Kings Camps Behaviour Support Team reserves the right to escalate or skip stages of the behaviour management framework where incidents are deemed to have an adverse impact on other children, staff, venue or the safety and experience of others is at risk.

As standard, a Behaviour Response form will be completed by the staff on-site detailing what has happened in order to provide full context for parents. A copy will be given to the parent and the other copy is retained by Kings Camps Head Office.

Outcomes of poor behaviour

Yellow Card Behaviours

Behaviour Management Stages

Stage 1: Group Coach informs child that behaviour is not acceptable and child is asked not to repeat it

Stage 2: Repeat behaviour - Site Manager is informed, incident recorded on Behaviour Response form and parent informed (usually at pick-up time or sooner at Site Manager's discretion)

Stage 3: Further poor behaviour – outcome selected based on severity and frequency of Yellow Card Behaviour

Outcomes of Yellow Card behaviour

Y1. Agreed behaviour management strategy is implemented by Group Coach and Site Manager. Parent to support staff with ideas.

Strategies that Kings Camps staff can use – basic sticker/reward chart, creating a safe space nearby their group, having small toy or resource with them for comfort (no screens), showing an emotion card to their group coach, having a now/next card

Y2. Child's parent informed of behaviour (via behaviour report form and speaking to them in-person) and told that any further incident will lead to a cooling off period

Y3. Child's parent is called to come and pick them up. A cooling off period is issued and the child may return the following day but any further incident will lead to them not being able to return to camp

Y4. Child's parent is called to come and pick them up. A 24-hour cooling off period is issued after which the child may return but any further incident will lead to them not being able to return to camp

When the child returns to camp, both parent and child should understand that further instances of Yellow Card behaviour will result in them not being able to return to camp.

Red Card Behaviours

Behaviour Management Stages

Stage 1: Child is informed that behaviour is not acceptable and that parents will be informed. Site Manager and Head Office informed. Paper and online reports are completed.

Stage 2: Call Behaviour Support Team (0114 263 2150 or Ops Team directly) to agree suitable outcome with Site Manager to make recommendation

Stage 3: Behaviour Support Team to agree outcome and to assist in implementing it e.g. calling parents to inform them

Stage 4: Behaviour Support Team to review if the child can return in future

Outcomes of Red Card behaviour

R1. Child is picked up from camp that day and has a 24-hour cooling off period

R2. Child is not being able to return to camp for the remaining week

R3. Child is not being able to return to camp for the remaining season

R4. Child is unable to return to camp indefinitely

Incidents will be recorded online using our online Incident Report to ensure that Head Office and the Regional Manager are informed of what is happening to be better placed to advise.

Endorsed behaviour management strategies

These strategies have been chosen as they are typically something that can be safely and fairly easily implemented by Red Tops whilst still being able to give adequate supervision to their group. They cover a broad range of needs and have proven to be successful in previous seasons.

Sticker/reward chart

- Get the child to decorate it themselves so that they feel like it is special, individual for them and they are invested in achieving their goals
- Set 3 individualised targets for the child which positively frames what they need to focus on. For example; listening to instructions, follow directions the first time they are given and being kind to other children
- Use stickers, stamps, stars or smiley faces to reward their positive behaviours and re-direct their attention to meeting their targets

Create a safe space

- Use cones or a hula hoop to create a space exclusively for that child. They can feel ownership of it by choosing the colour and being able to carry the equipment during transitions
- If they are feeling overwhelmed or need some chill out time, they can use their portable safe space to have that time when they are not to be disturbed by other children or excessively by the coach
- Set up the safe space close to the group, for example on the side of the sports hall or on the sidelines of the grass pitch – this keeps the child close for supervision purposes but they are also able to have a break until they are ready to re-join the activity with their group

Comfort toy/resource

- A small stuffed animal, a book or fact-file, sticker book etc. all make for good distraction or grounding for a child who is feeling overwhelmed. It can offer comfort or a source of familiarity for them until they are ready to re-join the activity with their group

Emotion Cards

- Small cards with a message on it such as 'I am feeling overwhelmed' 'I am feeling angry' or 'I need a break' that a child can show to their coach if they are struggling to regulate their emotions

- Encourage the child to engage with their coach and express their emotions rather than displaying disruptive behaviour and praise the child when they use it effectively

Now/Next

- This is a visual strategy to help children understand and complete activities, keep them on task and help them with transitions
- Show a plan for the next hour, the morning or even the whole day, depending on what would help that child the most. Keep it updated and explain any changes to the plan
- Use the now/next board to pre-empt transitions with children and explain that one activity is coming to the end and what they will be going to next

Success with implementing these strategies would look like Yellow Card behaviours being drastically reduced, the coach being able to successfully manage the child needing additional support alongside their group responsibilities and the child participating and enjoying the Kings Camps experience.