

### Agenda:

- Rewards and consequences
- Clubs and enrichment
- Power skills
- Opportunity for questions and AOB

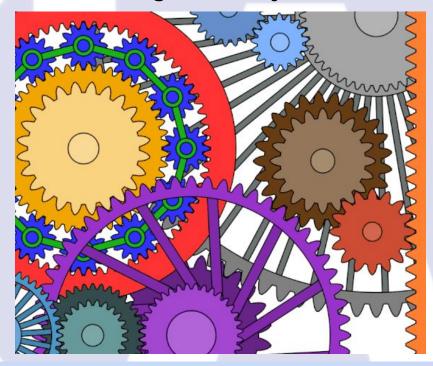


Mr Tharme, Principal
Mrs Warr, Head of Secondary
Mrs Burder, Assistant Principal
Mrs Joiner, Head of EYFS & KS1

#### **Future Parent Forum Dates:**

- 14.05.2024
- 09.07.2024

'To achieve something special, we need exceptional individuals living and breathing our vision and values through their daily actions.'



Self worth

Engagement

Purpose

Digital Creativity High personal achievement

Innovation

Positive culture

Community

Belonging

Coaching culture



The whole child

Critical Thinking

Communication

Collaboration

**Problem Solving** 

Creativity

Regular opportunities to apply learning and receive feedback on their application of power skills













PURPOSE



## Parent Survey so far...

		The s	chool	makes	sure	it's	pupils a	re well be	ehaved.	
		Th	e scho	ol has	high	exp	ectation	s of my c	hild.	
	The	schoo	ol supp	orts n	ny chi	ld's	wider pe	ersonal d	evelopm	ent.
	N	/ly child	d can t	take pa	art in (	club	s at Livi	ngstone <i>i</i>	Academ	<b>y</b> -
	l w	ould re	ecomm	nend L	ivings	ston	e Acade	my to oth	ner parer	nts.
6		2 D I D A	TION	•	41		LIVINGSTON ACADEMY	NE	SELF WORTH	ENGAGE

My child is happy here at Livingstone Academy.

My child feels safe at Livingstone Academy.

an Aspirations Academy

95%

98%

91%

91%

88%

93%

93%

**PURPOSE** 

**ENGAGEMENT** 



## **Our Vision:**

To create a purposeful and positive learning environment

#### At Livingstone Academy, we are:

- Kind
- Ready to Learn
- Respectful
- 4. Safe













Achievement Points are awarded for										
Self Worth	Engagement	Purpose								
Respect Perseverance	Creativity Curiosity	Leadership Taking responsibility								
Citizenship	Engagement	Confidence to take action								
Effort Self Motivation	Resilience Taking on challenge									











#### Reception, Y1 & Y2:

#### **Achievement Points**

- Total achievement points this year: 30,089
- Average per pupil per week: 8

#### Level 3 Negatives - (lesson removal/timeout)

- Total Level 3 Negatives this year: 261
- Average per pupil per week: 0.07

#### Flowchart - primary

- 1. Positive praise coaching
- 2. Positive praise of others
- 3. Verbal warning of wrong choice
- Final verbal warning of wrong choice
- 5. Time out within the classroom
- 6. Time out in another classroom
- 7. Time out with Mrs Joiner
  - a. Missing play time
  - o. Parents informed
- 8. Individual Behaviour Plan considered











#### Y7, 8 & 9:

#### **Achievement Points**

- Total achievement points this year: 74,888
- Average per pupil per week: 7

#### <u>Level 1 Negatives - (formal warnings)</u>

- Total Level 1 Negatives this year: 6,717
- Average per pupil per week: 0.6

#### Flowchart - secondary

- 1. Positive praise coaching
- 2. Positive praise of others
- 3. Verbal warning of wrong choice
- Formal warning issued
   a. x 3 = Detention issued
- 5. On call alerted re-engagement
- 6. Lesson removal to reset
- 7. Academy Based Suspension
- 8. Fixed Term Suspension
- Individual Behaviour Plan considered











<b>Detentions</b>									
15 minutes	30 minutes	60 minutes	120 minutes						
Late to academy Late to lesson	Chewing gum Unkind behaviour Electronic device Corridor behaviour Lesson Removal #1 Defiance (low level)	3 formal warnings Persistent Disruption Electronic Device #2 Damage to property Lesson removal #2 Incomplete home learning	Truancy Persistent disruption #2						

#### **Academy Based Suspension**

Repeated/purposeful truancy
Physical assault (minor)
Persistent disruption or defiance or not following instructions
Theft/Damage to property
Threatening/verbal abuse
Inappropriate online/social media
Non attendance to detention











## Clubs and enrichment...

- Badminton
- Football Netball
- Warhammer
- Chess
- STEM
- Newspaper
- Game developer club
- Languages and culture
- African drumming

- Come dine with me
- Battle of the bands
- Book club
- Dungeons and dragons
- Film club
- Home learning x 4
- Art
- Drama
- Anime
- Al Coding

- Phonics
- Karate
- Mini Athletics
- Premier education wraparound club











## Power skills...

**Communication** - presentation, debate, written, articulation, confidence

Collaboration - effective teamwork, roles and responsibilities, leadership, emotional intelligence

Creativity - Innovation, thinking outside the box, initiative, flair

**Problem Solving** - finding solutions, resilience, adaptability

Critical Thinking - analysis, evaluation, synthesis, summary, redesign, reasoning and justification

Through regular opportunities for application in every lesson, Creator Space projects, and appropriate and effective trans-disciplinary opportunities.











# The Creator Space...

As part of their timetable, each teacher will have a timetabled double period with half of their class (opposite to DT in the timetable) every other week to complete a 'Creator Space Project'. These are carefully designed learning opportunities for students to develop their 'Power Skills' and digital creativity, working in groups to solve a problem, meet a criteria or create a product using the following as examples:

- Virtual reality
- Computer Aided Design (CAD) and 3D Printing
- High-performance laptops
- Green screen and content creation
- Gaming and app creation
- Lego/K'nex education, Minecraft education, E-Sports
- Laser printing
- Electronic components























# Can you help? Cultural Capital and Employability.













# Thank you and questions

Thank you for your attendance and helpful suggestions.

Please feel free to catch us individually, if you have any questions or suggestions.

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