

Aston Lodge Primary School

Supervision Policy

At Aston Lodge we believe that children have the right to feel safe and to enjoy their break times and lunchtime. Outdoor play and physical exercise are essential to a child's well-being and therefore as adults we have a shared responsibility to ensure that all children can play safely, develop social skills and maintain positive attitudes.

Staying safe is best achieved when all adults watch out for children and young people.

This policy is intended to ensure that all children are well supervised during playtimes and that the playground is kept free from incidents of bullying, name-calling, intimidation, racism and anti-social behaviour.

We recognise that vulnerable children are most at risk and must be encouraged to talk and be listened to - this includes supervision and support for looked after children.

The ethos of the school is determined by the attitudes and behaviours of **all** adults in school. It is the responsibility of **all** staff to ensure that children are well supervised and share the responsibility for pupil safety.

Supervision will be effective and pupils will be supported and safe because all adults:

- Are attentive to the children at all times.
- Position themselves in a place on the playground which gives them maximum vision of all pupils.
- Can see all areas of the playground
- Recognise and intervene in minor incidents to prevent escalation.
- Resolve issues raised by the children through 'the eyes of the child'
- Take steps to notice lone children to support their friendships.

When children are well-supervised and supported in school, they...

- Know they have equal rights to other children irrespective of age, gender or race.
- Know they will be listened to.
- Believe staff will understand and give positive support.
- Know they are safe from bullying and intimidating behaviour
- Feel safe to report all incidents and happenings which affect their well-being.

Parents who tell the school of incidents must also feel they are being listened to and know action will be/has been taken to resolve any issues.

All adults supervising children will have up to date First Aid Training.

All Teaching staff and support staff have Team Teach training (Renewed every 3 years)

At the start of the day KS2 children will be supervised in the junior yard by an adult from 8.35am.

Breaktimes

Morning Break: KS1:10-15-10.30am
KS2: 10.30-10.45

Afternoon Break: KS1 only 2.15- 2.30pm (Teachers will decide depending on learning at the time.) This will be supervised by the class teacher and class TA.
EYFS: access to outdoor area as part of continuous provision

Every teacher remains on call and may be called upon to attend to any child should an incident arise. It is normal practice that those staff not on duty go to the staffroom for a chat and a drink.

- Playground rota is displayed in the staffroom and up dated annually.
- Staff on duty will have a warm drink in an insulated cup with a lid.
- If staff are on training or absent alternative supervision **must** be arranged.
- Staff must supervise the children in all areas of the playground eg tyres, trim trail, friendship area.
- All children should be supervised out of the building at playtime.
- No member of staff should be in the staff room until their children are outside on the playground.
- Staff who are on duty should be out promptly.
- Children should **not** be left in the classroom/corridors unsupervised. If children have been asked to stay in then a member of staff should stay with them at all times.
- Staff on duty should interact with the children encouraging them to co-operate with each other, engage in games and activities. (See appendix for playground games)
- The children will line up in an orderly manner and enter school quietly and sensibly, one class at a time to avoid congestion near the door, cloakrooms and corridors.
- Children who are to miss their playtimes for any reason should be supervised by the teacher.

Wet Playtimes:

During wet playtimes all staff make arrangements for the supervision of their class if they need to leave the classroom.

Lunchtimes

Lunchtime can be a difficult time of the day. Control of the pupils is crucial if we are to maintain positive attitudes throughout the school day.

Staff **must** position themselves whereby all the playground can be viewed and that any issues are dealt with quickly and effectively. Any issues dealt with need to be reported to the class teacher. Continual or persistent problems should be reported to the class teacher or a senior member of the leadership team.

In extreme cases of aggression/violent behaviour a member of the senior leadership team will be called for. Eg Head of School, assistant head.

Line up

- FS2/KS1: SMSA to count out bands and class TA's will hand out to class and take them down to the hall and supervise in the line until all children have entered the dining hall.

Hall

- 2 members of staff in the Hall. Until the dining hall is full, 1 staff member will supervise the children lining up at the door along with the TA's.

KS2

- **Line up:** this will begin once informed by TA that KS1 have finished lining up. This member of staff assists with hand washing and needs to ensure that children are supervised when collecting lunchboxes. Once the line up as been completed. This person will oversee football.

FS2/KS1

- FS2 supervised on small yard (opposite nursery)
- CH to check playground and set up activities on KS1 yard prior to children coming out.

Use of Zoned Areas:

Area zoning will allow fewer opportunities for accidents to occur and will encourage children to use the playground in a more meaningful way.

Areas will include:

- Parachute
- Multi-skills/Sports
- Free running zone
- Small equipment
- Informal games
- Formal games
- Quiet zones
- Tyre Park
- Trim Trail

NB

A risk assessment for Break times is completed annually by the SLT.

All equipment is checked by the site supervisor as part of his daily/weekly routines.

Annual maintenance of equipment is carried out by registered companies.

Updated September 2017

Reviewed annually

Appendix
Playground games

Team/circle games:

Red Rover

At least 6 players. Split into 2 equal teams. Teams face each other, no more than 30 feet apart.

First team agrees to send a player across....'Red Rover, Red Rover send.....over'. The player chosen has to run at the other team and attempt to break the chain (made by holding hands). If they break chain they stay on same team taking the two people who made the chain with them, if they don't break the chain they join the team who called Red Rover.

Hot seat.

At least 6 people.

This can be used with basketball net/football net/ball into a bucket etc
Children line up to throw ball into net. If they are successful they re-join line. If they miss. They are in the 'hot seat'. If the next person scores the person in the hot seat is out. If they 'miss' they take the place in the hot seat and the other child re-joins the line.

Red Light, Green Light

At least 4 players.

One player is 'it'. They stand at one end of the playground while the others stand in a horizontal line at the opposite end. When 'it' calls green light the children run as fast as they can towards 'it'. When the players are running 'it' can shout out red light. Players have to stop. Anyone who fails to stop gets sent back to the beginning. Winner is the first person to reach 'it'. They then become it.

*Yellow light may be added where players have to walk.

Mother May I (can substitute with child's own name)

At least 3 players.

One child is 'mother'. They stand at one end of the playground. The other children take it in turns to ask mother questions. Eg Mother may I take 5 steps forward? Mother either agrees or makes further suggestions eg 'Yes you may' or 'No you may not but you may take 3 instead'.

If a child fails to say 'Mother May I' they go back to start line.

Please Mr Crocodile.....

At least 3 people.

One child is Mr Crocodile. They stand at one end of the playground. Other children stand in horizontal line. They ask 'Please Mr Crocodile may we cross your golden river?' Mr Crocodile replies 'Only if you.....are wearing red, your birthday is in.....?' etc. Child who fits criteria can move one step towards Mr Crocodile. This continues until a person reaches Mr Crocodile and tags him. Mr Crocodile 'snaps' and chases all the children. If you are caught you become Mr Crocodile.

Charlie over the ocean.

At least 6 people.

One person is Charlie. Others sit in circle. Charlie walks around the circle singing. (others repeat line) "*Charlie over the ocean, Charlie over the sea, Charlie caught a big fish. You can't catch me.*" On final line Charlie 'taps' child nearest to him in circle and they have to chase Charlie round the circle. If Charlie makes it back to the other child's space the other child becomes Charlie.

Clapping Games/songs:

Have you ever ever ever in your long legged life (make long action in hands) met a long legged sailor with a long legged wife?

No I've never ever ever in my long legged life met a long legged sailor with a long legged wife.

Other ideas: short legged, bow legged, thin legged.

A sailor went to sea, sea sea

To see what he could see see see

And all that he could see see see

Was the bottom of the deep blue sea sea sea.

Skipping Games/songs:

Apple, Peach pear plum. Tell me when your birthday comes.....(child/children in middle jump out when their month is called).

Teddy Bear Teddy bear turn around, teddy bear teddy bear touch the ground, teddy bear teddy bear do the kicks, teddy bear teddy bear do the splits. (on final line, child in middle has to land so that the rope is in between their legs)

All in together fella's, Never mind the weather fellas. When I call your birthday please jump in January.....

Mickey Mouse built a house how many bricks did he use 1,2,3.....(carry on counting until person in middle stops)

I like coffee. I like tea. I would like (INSERT NAME) to jump in with me.

Parachute games:

Swap places. Adult names children to swap. Adult says '1,2,3 mushroom. Children mushroom the parachute in the air. Identified children swap places before parachute collapses. This can be adapted with colours, fruits, birthdays etc.

Rollerball

Children hold parachute taut. Large ball placed on the the edge. Children have to navigate the ball all the way around without the ball falling off

St George and the Dragon

A child sits beneath the parachute. (St George). Children hold the parachute close to the ground and recite:

The brave St George is hunting dragons.
Who do you chose to chase?

St Geroge names 2 people. The parachute is mushroomed into the air. The name children try to cross the under the parachute safely. If they make it safely. They become St George.

Matching Pairs.

A selection of matching objects placed under the parachute eg socks, keys, gloves, shoes. When parachute mushrooms. Child selected finds matching pair.

Popcorn

Work together to bounce off small balls/bean bags.

All dressed up.

Gather a selection of 'dress up'. When parachute 'mushrooms' child has to dress in named pieces of clothes.

Other games include:

Team/Circle games:

Duck Duck Goose
What time is it Mr Wolf?
Hopscotch
Follow my Leader.
Captain's coming
Farmer's in the Den
Dusty Bluebells
Fruit Salad

Skipping Games/songs:

A is for.....

Apple peach pear plum.....

Teddy bear, teddy bear

Salt, mustard, vinegar, pepper

Blue bells, cockle shells

Under the rainbow, over the sea.