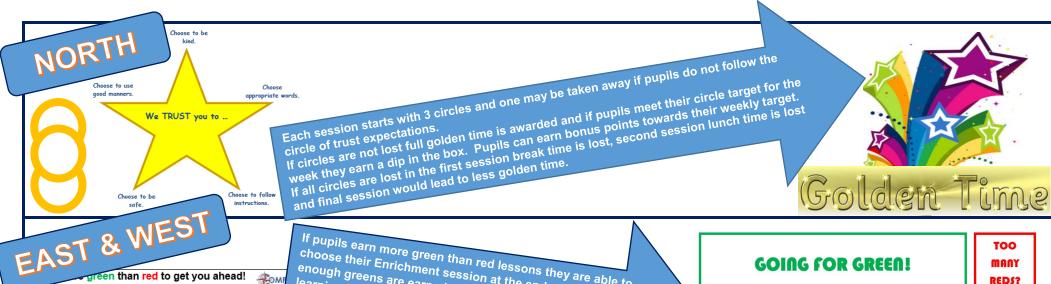
Compass daily reward systems



een than red to get you ahead! 2 1a 1b 3

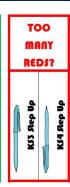
Encourage and Challenge ou go to your lesson You go to your lesson You stay in class

Choice, Challenge, Change

If pupils earn more green than red lessons they are able to choose their Enrichment session at the end of the day. If not enough greens are earned then pupils complete missed learning, reparation or restorative tasks in a Step Up session. If unsuccessful this can lead to catch up after school or support

GOING FOR GREEN!





SOUTH







Pupils on a personalised programme with tutoring will be supported with positive feedback via our whole school Assessment for Learning policy, educational games and healthy snacks.

