



Rights Respecting School Award

5.10.2018

This week's article focusses:

- Article 2 (non-discrimination) - the convention applies to every child, without discrimination, whatever their ethnicity, gender, religion, language, abilities or any other status, whatever they think or say, whatever their family background.
- Article 13 (freedom of expression) - every child must be free to express their thoughts and opinions and to access all kinds of information, as long as it is within the law.
- Article 15 (freedom of association) - every child has the right to meet with other children and to join groups and organisations, as long as this does not stop other people from enjoying their rights.
- Article 31 (leisure, play and culture) - every child has the right to relax, play and take part in a wide range of cultural and artistic activities.

This week's Rights Respecting focus has been on resolving playground arguments, with a particular focus on football arguments. In our steering group meeting on Monday, the children discussed some of the issues that have arisen in each class and what they think could be done to resolve the problem. The children recommended a number of ideas, including:

- Making the school aware of the peer mediators in Year 5
- Referees to ensure that they are aware of rules of the games
- Making sure that play leaders have enough time to set up and run games
- Re-sharing playground rules in an assembly

In order to achieve some of these goals, playground equipment rotas have been changed. In addition to this, the children in KS2 spent Tuesday afternoon football training with Mr Still. In these sessions, the children discussed effective rules for playing football on the playground, discussing the rules of the game of football and practising drills such as passing.

Over the next few weeks, the steering group will be monitoring and talking to their classes about the successes of these ideas and will be considering next steps to ensure that everyone enjoys play times at Leybourne Chase.