### Cefn Saeson House System & Rewards



Updated October 2022.

Cefn Saeson is a successful, nurturing and caring 11-16 Comprehensive School. Its ethos is based upon the provision of high quality stimulating learning experiences which help create young people become both active and valued members of the community.

Our reward system is used to encourage pupils to try their best at all times within lessons. Rewards will be available for both academic achievement and behavioural excellence. A record of the number of rewards achieved is recorded on Class Charts for pupils tracking.

Our House System is at the very heart of our rewards policy. We have four Houses, each with its own house leader. Their task is to motivate and enthuse pupils within their respective House and play an active part in the inter-House competitions. EACH Achievement Reward and the House system is very much an integral part of every school day.

#### Our Four Houses are:



Every pupil and member of staff is placed in one of the houses when they join our school. By being a member of the house family, pupils and staff are encouraged to show team spirit.

Tutor groups are organised in House groups and we hold regular House gatherings which are organised in a vertical fashion and are made up of pupils from year 7 to 11. This breaks down barriers between the year groups and creates a sense of togetherness; encouraging the older pupils to look out for the younger ones.

There are many House events throughout the year from all areas and across all AOLE's. This blend ensures that everyone has the opportunity to represent their House in something that they enjoy or are good at

All pupils have the opportunity to earn House points for their House; House Points are at the heart of our reward system. Points are awarded for (give list of EACH achievement point) participation in House competitions.

Our annual sports day also contributes to the running total for House points and involves all pupils. We also hold an Eisteddfod. The House Pastoral charity event this year will be C.I.N.

At the end of the academic year all House points totalled and one House wins overall and receives a winner's trophy.

#### **The Purpose**

Cefn Saeson sets out to provide a structured caring learning environment with considerable emphasis on our reward system encompassing our school vision EACH. Simply, we want our children and young people to:

- ETHICAL in a diverse range of activities
- **AMBITIOUS** in healthy competition
- **CREATIVE** in a sense of community cohesion
- **HEALTHY** in showing compassion for other people



Cefn Saeson places a huge emphasis on good quality teaching and learning. We also invest a great deal of time and effort on monitoring pupils' academic performance. Staff are encouraged to celebrate the success of our pupils and house points and merits are awarded for not only outstanding academic achievements and extra-curricular success, but for good citizenship, and of course, behavioural excellence.

All rewards are recorded through Class Charts which feeds directly into our house points system. Some departments also award stickers to indicate which piece of work has been recognized as good practice. In addition to this, staff send out postcards home for pupils who have produced an outstanding achievement in school which is also recorded on Class Charts.

#### **EACH Achievement Reward System**

The system is used to encourage pupils to try their best at all times throughout the school day.

## Good classwork or Effort

 Academic & extra-curricular success/Good Behaviour/Good citizenenship all rewarded via ClassCharts.

# Gold award achieved (Tier 3)

House Badge Awarded

### Celebration

 Celebration of success assembly at the end of the academic year.

There are three available Award levels.

Bronze award – 1<sup>st</sup> tier of rewards.

Silver award – 2<sup>nd</sup> tiers of awards.

Gold award – 3 and top tier of rewards.

N.B. There will also be a platinum award for the highest achievers in each year to reward outstanding overall success.