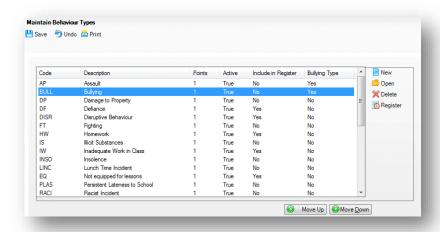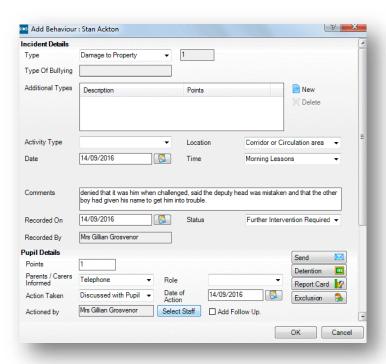**Behaviour & Achievement in SIMS:**

The behaviour module can be configured by the school to support their Behaviour and Safeguarding policy. Below shows an example of behaviour types with points assigned, schools could also add issues of safeguarding, e.g. tired, unkempt appearance, uncharacteristically aggressive – with no points assigned.

Records are recording, providing the school with access to quick analysis and reporting:

WATERS EDGE PRIMARY SCHOOL

Individual Student Behaviour Listing

Name	Year	Reg
Stan Ackton	Year 2	2GH

Date	Type	Description	Subject or Location	Outcome
14-09-16	Damage to Property	Caught drawing on the wall and digging into the plaster in the corridor outside the Library, denied that it was him when challenged, said the deputy head was mistaken and that the other boy had given his name to get him into trouble.	Corridor or Circulation area	Discussed with Pupil
12-09-16	Lunch Time Incident	Group thought it funny to start throwing bread at each other on their table.	Dining Hall	Discussed with Pupil
04-03-16	Assault	Became abusive towards Stan Ackton refused to let him join in a football game shouting at him to go away, pushed him so hard Stan fell and injured his left shoulder.	Playground	
23-02-16	Defiance	At the water fountain instead of straight to class when asked what he was doing said he was coming anyway what was the problem.	Corridor or Circulation area	Other
01-02-16	Uniform/Jewellery etc	PE Kit must be taken home on Friday evenings and returned on Monday morning	PE Class	Discussed with Parents

The discover module provides pre-defined behaviour and achievement graphs: