

Reporting antisocial behaviour at school: parent guidelines

My child has told me about antisocial behaviour at school and is upset

Listen without judgement and thank the child for sharing

Check the 'rude', 'mean' or 'bullying' poster to clarify what kind of behaviour it is

Parents should not approach other students or parents about school behaviour incidents.

If 'Mean' or 'Rude' behaviour is indicated	If 'Bullying' behaviour is suspected
Talk about 'mean' or 'rude' behaviour not being acceptable in the <i>Pinehill Way</i> ↓	If appropriate at the time, ask simple questions to clarify details of who, where, when and write notes ↓
Encourage your child to talk to the teacher if they need support ↓	Talk with your child about supporting them to solve and check in again later ↓
If the behaviour continues, email the teacher asking them to check-in with the child ↓	Contact the teacher by email with some details and arrange a time to talk ↓
For 'mean' and 'rude' behaviour, the teacher/s resolve ↓	If 'bullying' is suspected, a leader also becomes involved in resolution ↓
Allow time for the teacher to talk to involved students to gather details and points of view & remind of the <i>Pinehill Way</i> ↓	Allow time for the teacher and leader to talk to involved students to gather details and points of view ↓
Consequences may be making an apology or 'thinking time' depending on details & circumstances ↓	Student consequences will depend on the details, circumstances and severity ↓
Teacher contacts parent/s to discuss what actions have happened to resolve	Leader will contact parents of all concerned to discuss and arrange a meeting if necessary ↓
	Meeting/s to include student/s to discuss the behaviour & next steps: apologies, behaviour plan, time-out or boundaries, a contract, all to support a student to make changes / find a resolution ↓
	Adults consider support from outside agencies ↓
	If behaviour continues, the Principal or DPs may need to use short term stand-down from school in accordance with MoE guidelines

