

Aim:

To reduce the number of incidents in the playground and increase the number of children (P4/5) reporting a positive playtime experience.

Background

The Head Teacher and Principle Teacher acknowledged that they were encountering a high number of interruptions surrounding incidents instigated during playtimes. These incidents and niggles were festering and encroaching into class time and effecting children's learning.

The playground and children's playtime experience was identified by the whole staff team as an area for improvement.

Achievements

- A growth in staff's knowledge, understanding and confidence in applying improvement methodology
- PSA's working together to plan, innovate and lead change.
- Strengthened communication and collaboration between PSA's and class teachers
- Displaying and reviewing data on a regular basis to inform practice
- Teachers adapting their practice to complement improvement efforts

Quality Feedback

I love that the counters let the teachers know how you are feeling (Pupil)

I used to dread playtime, but the changes we've introduced have given a structure and children choices, it's a safer space and the children are happier (Pupil Support Assistant)

Opposed to just speaking about the same issues, we're taking steps to do something about it (Pupil Support Assistant)

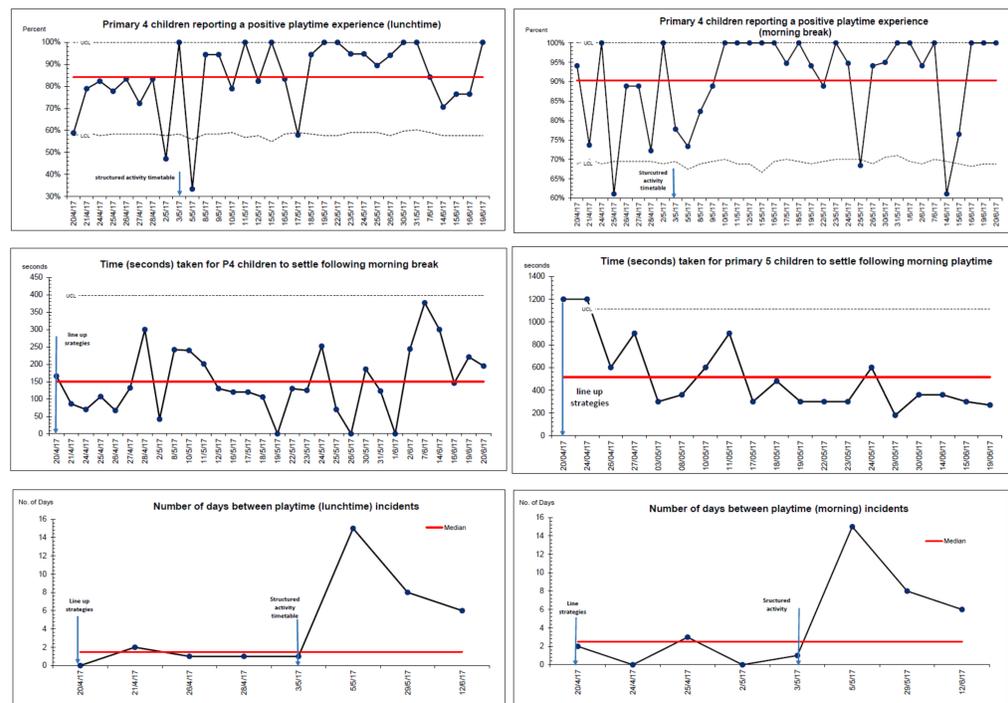
The line games make us calm and quiet to come into class (Pupil)

Measurement

Outcome measure: Children's self-reported playtime experience (measured using green/red tokens) during morning and lunchtime breaks (P4 & P5 pupils)

Process measure: Number of incidents during playtime (all pupils)

Balancing measure: Time taken for class to settle (P4 & P5 pupils)



Incidents in the playground have reduced from occurring every other day to having 15 consecutive playtimes incident free.

Next steps

- Empower children to take leadership roles
- Share learning so far, with whole school staff and other schools within the cluster
- Continue to develop our skills in generating control charts, annotating our data, using our learning to inform our practice
- Focus on individual children to and test out change ideas to reduce the number of incidents they are involved in and improve their self reported playtime experience.