



**Sandringham**  
School

## Year 6 induction

D&T – Board game  
design



## Activities aims

1. To familiarise yourself with the rewards and consequence system at Sandringham School.
2. Understand how the rewards and consequence system works at Sandringham school as well as how to make the best start to the school year.
3. To design a board game with the rewards and consequences as part of the game.



## Rewards and consequences at Sandringham School

There are many ways to earn rewards at Sandringham school, this can be done by:

- Producing amazing work in lessons
- Excellent behaviour in lessons around school
- Getting involved in house events and activities
- Postcards Home
- Head teacher's commendations, often known as HTC's.

These are just a few of the ways you can earn rewards at Sandringham



## Consequences.

One thing we value at Sandringham is someone with a strong sense of **character**, who knows how to make good decisions and does the right thing. Sometimes we need to issue consequences as reminders to make sure that you are:

- Completing your homework.
- Not forgetting your devices or other equipment.
- Not talking in lessons.
- Not behaving inappropriately around school.

As long as you are being sensible and taking ownership of your own learning, then you shouldn't ever receive one of these.





# Sandringham School



Rewards	Steps Forward	Consequences	Steps backwards
Good work in the classroom/Homework	+1	Poor uniform Disrupting learning Lack of equipment	-1
Very good work in the classroom or effort around school	+2	2 <sup>nd</sup> warning for a repeat of the above consequences.	-2
100% attendance PD commendation	+3	Inappropriate use of your device Late for school without a valid reason Refusal to follow instructions	-3
Outstanding work in a lesson No consequences in a term	+4	Dishonesty Bullying (We take this very seriously!) Chewing gum	-4
Roll of honour for great work in a faculty over a term	+5	Graffiti or damage to school equipment Persistently breaking the rules.	-5
School Colours – Representing the school in extra curricular activities	+6	Theft or vandalism	-6
Assembly award for Excellent work over the course of the year	+7		
Awards evening award for outstanding work through your time at school.	+8		



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- Using the templates on the next slide or the downloadable one that came with the task. We want you to create your own snakes and ladders style game like the one in the example.
- It should be bright and colourful and reflect Sandringham school and we want to see the rewards and consequences on the previous page used to make the game more exciting. You could also use the different houses from the house system to make the design more eye catching and reflect your house.
- If you want to make it more interesting you can add wild cards that people can draw which have randomised rewards and consequences as well as challenges people can complete as part of the game.
- Once you have finished, get someone at home to help test it and tweet your games to @Dtsandringham when you have finished.



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Here is an example of the grid that you will need to create to make your game.

On the far right you will find templates to make either a spinner or a 6 sided dice for your game.

