

KIDS WHO CARE - FAQ

2022 Roster commencing week 3 in the Playground

What is 'Kids who Care'?

Kids who Care involves a team of trained student leaders from our school assisting our students with social skills, play strategies and a listening ear during recess and lunch play breaks.

Kids who Care are there for all of our students.

Playground duty staff may refer students to 'Kids who Care' to help with managing play events. They do not replace duty staff.

*In 2022 we are looking at the "Kids Who Care" being a mentor to Students in the Playground. They will be 2 main areas in the playground. **Years 4 to 6 Basketball Court Area. Year 1 to 3 in undercover area.** The "Kids Who Care" will have activities in a backpack for those children who needs activities. These items need to be returned to "Kids Who Care" team at end of play.*

Do 'Kids who Care' students receive training?

Yes, they do. 'Kids who Care' student leaders are taken through 4 training modules with Mrs Campbell and/or Ms Bija.

When will 'Kids who Care' students be in the playground?

'Kids who Care' team members will be in the playground from week 3 of term 1.

How many 'Kids who Care' students will be on roster at a time?

2 'Kids who Care' team members will be on duty at each recess and lunch break.

How will we know who the 'Kids who Care' are in the playground?

The 'Kids who Care' will wear a high visibility vest.

Who can volunteer to be a 'Kids who Care'?

We are commencing with the Year 6 Leaders (School Leaders, Faction Leaders and Science and Music Leaders. Then any Year 5 or 6 student can volunteer to receive training to be included in the program. Members must complete all training modules before being on the roster.

Roles and Responsibilities

Provide activities for kids in the playground. Assist and model positive behaviour in the playground whether on duty or in the playground. Showing manners, taking turns, kind words and being a good sport (eg good job, sure you came play), helping students to walk away from situations that are overwhelming. Modelling expected behaviours eg walking on path, running on the grass, taking turns