



BEHAVIOUR POLICY



Listen, Learn, Level Up!

At Anthem, we believe learning music should be positive, playful, and full of progress! That's why we use a fun, game-based behaviour system in lessons to help students stay focused while having fun.

How it Works:

Names on the Board:

At the start of each lesson, the teacher writes their name and all students' names clearly on the board.

Scoring Points:

- +1 Point: When a student shows great listening, follows instructions, helps others, or works hard.
- 1 Point: When a student is off-task, interrupts others, or doesn't follow instructions after a reminder.

Teacher vs. Students:

It's a friendly competition! The teacher tracks points for both sides throughout the lesson.

Win the Game!

- If the students win the class by having more points than the teacher, they unlock a fun music game at the end of the lesson!
- If the teacher wins, there's no game time—but everyone gets a fresh chance to try again next time.

Our Behaviour Expectations

- We encourage every student to follow the 3 R's:
- Respect – Your teacher, your classmates, your instrument.
- Responsibility – Be ready to learn and give your best effort.
- Resilience – Mistakes are part of learning—keep going!

For Parents & Guardians

- Our behaviour system is designed to:
- Encourage teamwork and friendly competition
- Motivate children through positive reinforcement
- Provide a consistent and fun structure to every lesson

If you ever have concerns about behaviour or progress, please chat with your child's teacher or get in touch with the Anthem team directly.

