

## Bedford Borough Using of SIMS Behaviour Management to Record Incidents of Bullying, Racist, Homophobia and Disability Behaviour

### (Bedford Borough Schools only)

In all cases the codes are APPENDED to the existing lookup table, therefore, existing codes are preserved. To avoid any possibility of duplication, all descriptions and codes start with BB.

#### Behaviour Type

Codes listed below as BB1 codes are at the top of the lookup list

Description	Code
BB1 Race – Verbal	BB1RV
BB1 Race – Physical	BB1RP
BB1 Race – Cyber	BB1RC
BB1 Race – Abuse of property/graffiti	BB1RGA
BB1 Race – Other	BB1RO
BB1 Bullying – Verbal	BB1BV
BB1 Bullying – Physical	BB1BP
BB1 Bullying – Cyber	BB1BC
BB1 Bullying – Abuse of property/graffiti	BB1BGA
BB1 Bullying – Other	BB1BO
BB1 Homophobic – Verbal	BB1HV
BB1 Homophobic – Physical	BB1HP
BB1 Homophobic – Cyber	BB1HC
BB1 Homophobic – Abuse of property/graffiti	BB1HGA
BB1 Homophobic – Other	BB1HO
BB1 Disability - Verbal	BB1DV
BB1 Disability - Physical	BB1DP
BB1 Disability - Cyber	BB1DC
BB1 Disability – Abuse of property/graffiti	BB1DGA
BB1 Disability - Other	BB1DO

Codes listed BB2 are at the bottom of the table

Description	Code
BB2 Pupil to Pupil	BB2PP
BB2 Pupil to Adult	BB2PA
BB2 Pupil to Group	BB2PG
BB2 Adult to Pupil	BB2AdP
BB2 Adult to Adult	BB2AdAd
BB2 Adult to Group	BB2AdG
BB2 Group to Pupil	BB2GP
BB2 Group to Group	BB2GG
BB2 Non-specific	BB2NS

### Behaviour Time

Description	Code
BB3 Before school	BB3BS
BB3 AM	BB3AM
BB3 Lunch/Break Times	BB3LBT
BB3 PM	BB3PBB3PM
BB3 After school	BB3AS
BB3 Out of school	BB3OS

### Behaviour Action Taken

Description	Code
BB4 Police Involvement	BB4PI
BB4 P.Ex for Aggressor	BB4PEA
BB4 FT.Ex for Aggressor	BB4FTEA
BB4 Restorative Actions Aggressor	BB4RAA
BB4 Pupil Sanction for Aggressor	BB4PSA
BB4 Adult Discussion/s with Aggressor	BB4ADA
BB4 Contact parent/carer of Aggressor	BB4CPA
BB4 Support for Aggressor	BB4SA
BB4 Restorative Actions Target	BB4RAT
BB4 Contact parent/carer of Target	BB4CPT
BB4 Support for Target	BB4ST
BB4 Adult discussion/s with Target	BB4ADT