



Student Code of Conduct

Delegated to	Student Welfare Committee
Last Reviewed	June 2026
Next Review	June 2028

Student Code of Conduct

At John Spence, we believe that no student has the right to harm the education or welfare of others and that all members of the school community should behave in a considerate manner in line with our Fit for Life values.

Considerate behaviour means that all students should:

- Arrive at school on time and be punctual to all lessons.
- Move around the building and into lessons in a calm and quiet manner.
- Be fully equipped for lessons and bring a bag to school.
- Complete all work set, including homework, on time and to an appropriate standard.
- Not graffiti books or damage school equipment.
- Wear correct full uniform, only wearing PE kit on PE days.

Considerate behaviour means that all students should:

- Treat everyone with respect and not discriminate on the basis of race, gender, religion, disability, gender identity, gender expression or any other protected characteristic.
- Report any incidents of bullying and never engage in behaviours that harm the welfare of others.
- Use appropriate and non-discriminatory language and not use language associated with sexual harassment.
- Not be involved with any form of online bullying or harassment.
- Listen carefully to others.
- Respond appropriately to adults and follow all requests without question.

Considerate behaviour means that all students should:

- Not engage in any behaviour that could cause physical harm towards others or themselves, for example, fighting, vaping/smoking and pushing in corridors
- Not cause any damage to the school building or in the local community to and from school.

Where a student falls short of these expectations around considerate behaviour, sanctions may be applied up to and including permanent exclusion.

Links to policies:

[Behaviour Policy](#)

[Exclusions Policy](#)

[Behaviour for Learning Policy](#)

[Attendance Policy](#)

[Anti-Bullying Policy](#)

[Safeguarding Policy](#)