

Objectives/targets to bring about improvement	Success criteria	Actions to bring about improvement	Time/materials/staff development including costings	External Support Required?	Staff/lead responsibility	Timescale
<b>Lesson Monitor</b>	<p><b>Year 1</b> All Registers marked on sims.net by form teachers in morning and afternoon</p> <p><b>Year 2</b> All class registers marked on sims.net for every lesson</p>	<p>Registers linked to the whole school Achievements System</p> <p>A pilot system to be put in place.</p>	<p>3 Years for a staged implementation</p> <p>Program to be set up in sims.net</p> <p>Staff INSET in stages:</p> <p>VP trained by Co-ordinator</p> <p>Rewards Committee Trained</p> <p>Whole Staff INSET in how to mark Registers</p>	C2K	<p>V Bowman ICT Co-ordinator</p> <p>ICT Committee</p>	2 – 3 Years
<b>Achievements and Behaviour Log</b>	<p>Sims.net system set up and running along side the school's positive behaviour system</p>	<p>Achievements to be set up in sims.net in line with positive rewards</p> <p>Behaviour Log to be set up in sims.net in line with schools discipline policy</p>	<p>Pilot to run from September 2010 until May 2011 and then reviewed</p> <p>Staff INSET in stages:</p> <p>Rewards committee to be trained in Achievements</p>	C2K CASS	<p>V Bowman ICT Co-ordinator</p> <p>A Downard Vive Principal</p> <p>Rewards Committee</p>	1 – 2 Years