



CASE NUMBER: COMPASS-Z7568







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JOSDES2025

DATE: 2 - SEPTEMBER - 2012

CASE STATUS:

Behaviour Detective Case File

Case rile	63 <u>57</u> 57
Case Number: Detective Name:	CASE: 45 POLICE LINE DO NOT CROSS
1. The Scene	7
What lesson was it?	POLICE LINE DO NOT CROSS
Who else was there?	
2. What Happened? Write down what went wrong (e.g. removed)	, argued, switched off):
3. The Clues	
What was happening just before?	
How was I feeling?	
Mbat did I da C	
What did I do?	
What was the outcome?	

72-

66-

66

63

- 60

5. My Better Choice Next Time

Strategies I could try instead:	



Didn't understand the work



Cards **Behaviour Detective**

Teacher told me off



Bored / nothing to do



Behaviour Detective

Friend distracted me



Someone laughed at me



I was already in a bad mood



Work felt too hard



Work felt too easy

Strategy Cards

Take a deep breath before reacting

Behaviour Detective – Strategy Carc

Ask the teacher quietly for help



Strategy Cards

Behaviour Detective -

Write a note instead of calling out

Behaviour Detective – Strategy Car

Move seats if a friend is distracting me

Strategy Cards

Count to five before answering back

Behaviour Detective – Strategy Card

Use a fidget/ stress tool



regy Cards

Sehaviour Detective –

Remind myself what the lesson is for



3ehaviour Detective -

Put my hand up instead of shouting out



Behaviour Detective – Resource Pack Instructions

Purpose:

The Behaviour Detective activity is designed to help students step back from their behaviour and look at it more objectively. By framing the task as a "detective investigation," students are encouraged to identify clues about what triggers their behaviour in lessons, what usually happens next, and what strategies might help them change the outcome.

This approach reduces defensiveness — instead of being "told off," students are solving a puzzle about themselves.

Resources Provided

Case File Worksheet – a one-page template where students record the details of a tricky lesson or behaviour incident.

Clue Cards – prompts with common triggers and behaviours (e.g. "Boredom," "Teacher tells me off," "I don't understand the work").

Strategy Cards – positive alternatives students can "test out" as part of their investigation.

How to Run the Activity

Set the Scene:

Introduce the idea by saying:

"Today you're detectives investigating your own behaviour. Instead of just saying what went wrong, we're going to look for clues — the little details that explain why things happened the way they did."

Case File:

Give each student a Case File worksheet. Ask them to think of a recent lesson where things went wrong (e.g. they were removed, argued, or switched off). They fill in the sections:

- * What was happening just before?
- * Who was involved?
- * How did I feel at the time?
- * What choice did I make?
- * What was the outcome?

Clues:

Spread the Clue Cards on the table. Students pick the ones that match their situation (e.g. "Didn't understand the work," "Friend distracted me," "Felt annoyed when corrected"). This helps them explore patterns and recognise triggers.

Strategies:

Lay out the Strategy Cards. Students choose 1–2 that could have helped them handle the situation differently. They add these into their Case File under "Better choices I could try next time."

Group Share (optional):

If the group is comfortable, invite them to share their "case" and what strategies they would try in future. Emphasise that all detectives are looking for solutions, not blame.

Key Points for Staff

Keep the tone light and investigative — this is about curiosity, not judgement.

Reinforce that every detective learns by trial and error; strategies don't have to work perfectly first time. The aim is for students to leave the activity with 1–2 realistic strategies they feel willing to test out.