

Child Safe Standards in Practise at Our School.



This week we are having a close look at Child Safe Standards 6 to 9.

Child Safe Standard 6: People working with children and young people are suitable and supported to reflect child safety and wellbeing values in practice.

At QHPS we use the Department's rigorous employment processes and appropriate induction, training and supervision to keep children safe. Child safe is always our priority.

- [Child Safe Policy](#)
- [Volunteers Policy](#)
- [Visitors Policy](#)

Child Safe Standard 7: Ensure that processes for complaints and concerns are child focused.

We recognise that making a complaint can be challenging. Child Safe Standard 7 focuses on ensuring we have complaints processes that are child-focused, culturally safe and accessible to everyone. We take all complaints and concerns seriously, responding promptly and thoroughly reporting child abuse to the authorities. All our staff have a vital role in recognising indicators of child harm and following school policies and procedures to respond effectively to issues of child safety and wellbeing.

[Complaints Policy](#)

Child Safe Standard 8: Staff and volunteers are equipped with the knowledge, skills and awareness to keep children and young people safe through ongoing education and training.

To meet this requirement, we deliver training tailored to staff and volunteers. School Council members had training at a meeting in Term 3. Staff participate in mandatory reporting training annually. Training provides knowledge and skills needed to create a schoolwide culture of child safety.

Child Safe Standard 9: Physical and online environments promote safety and wellbeing while minimising the opportunity for children and young people to be harmed.

Online technologies are constantly changing which presents significant challenges for schools, parents and carers. We work proactively to identify and understand potential risks to students in physical and online environments.

[Digital Technologies Policy](#)