

CCYM Leader's Code of Behaviour

Ensuring Children's Safety: As a leader what can I do?

Children First: Follow your guidelines!

Children First: Know where the children/young people are at all times
The protection of children and young people is a priority

Respect: all children to be treated equally regardless of colour, race, religion or disability. The importance of dignity for children

Child Protection: Be aware of the definitions of abuse and don't add to a child's problems!

Physical: No physical horseplay / smacking / slapping / inappropriate physical or verbal contact with children or with other leaders

Emotional: No name calling / nicknames / slagging / inappropriate joking.
Leaders need to be impartial / no favouritism

Neglect: Leaders need to put aside their own needs when working with children. In residential settings and camps good physical care is vitally important: provision of food, dealing sensitively with bed wetting, medical issues etc.

Sexual: Be wise when working with young people. Don't spend time with children alone. Here are some suggestions:

- Keep a door open
- Call another leader over
- Watch the gender issues
- Don't allow piggy backs or sitting on knees
- Be as wise as a serpent and gentle as a dove!

If you are asked by a young person of the opposite sex for help, call someone of that sex to help you!

Privacy for Young People: Do not do things of a personal nature for children that they can do for themselves. Swimsuits in the shower. Locks on bathroom doors etc.

Spiritual safety: the child has the right under the U.N. Convention to 'freedom of thought, conscience and religion'. The child's religious background and identity are to be respected.

Teamwork: the importance of communication.

Strive to keep the unity: "if we can't work as part of a team how can we expect the children to do so!" (quote from a leader's application form 2002).

Partnership with parents: Keeping parents informed: Openness and transparency are important when working with children. No secrets.