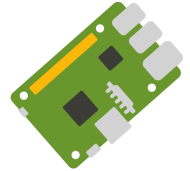


At Selby CoderDojo, we want everyone—young people, parents, mentors, and volunteers—to feel welcome, safe, and respected. This Code of Conduct sets out how we expect everyone to behave at our events.



- ★ Do be kind and respectful - Treat everyone with kindness, patience, and respect, listen when others are speaking, and respect other people's ideas, space, and equipment.
- ★ Do use positive language - Speak politely and kindly, don't use hurtful, rude, or offensive language.
- ★ Do ask for help, and offer it too - If you're stuck, ask for help—that's how we learn! If someone else needs help and you can support them, that's great too.
- ★ Do use tech responsibly - Only use websites, software, and apps that are appropriate for your age and the Dojo environment. Never access or share anything that could upset or harm others.
- ★ Do be safe - Don't share your personal information (like your full name, address, phone number) with people you don't know. Always follow the instructions of mentors and volunteers.
- ★ Do look after our space & stuff - Leave the space as you found it, tidy up after yourself and treat all equipment with care.
- ★ Photos are ok - but only take photos of your family, don't take photos of other people. If you're not sure, always ask, and ask before sharing on social media.
- ★ Adults support, young people lead - Adults are here to help and support young people to learn, not to do the work for them. We encourage curiosity, creativity, and independence in all our Ninjas.
- ★ We Listen and Learn - If someone asks you to stop doing something that makes them uncomfortable, stop immediately. **If something happens that worries you, tell a mentor or volunteer straight away.**
- ★ What Happens If the Code Isn't Followed? We'll always aim to talk things through calmly and kindly. Repeated or serious behaviour that breaks this Code may result in someone being asked to leave the Dojo.
- ★ If you want more information take a look at our safeguarding page selbycoderdojo.org.uk/safeguarding

