

Bystanders

- Most students are bystanders to bullying
- What should a bystander do?
- Tell an adult
- Be a friend to the one being bullied
- Let the one that bullied know that what they are doing is not OK
- Students being active bystanders are known as UPSTANDERS. UPSTANDERS can get acknowledged for their effort to stop bullying

Parent Partnership

- Talk to your child about the definition of bullying and the school rules about bullying
- Share concerns about bullying with your child's teacher
- Get to know your child's friends and what activities they enjoy
- Make it clear that you take bullying seriously
- If your child witnesses bullying, encourage your child to be an active bystander (UPSTANDER) by:
 - Telling an adult
 - Being a friend to the one being bullied
 - Telling the one bullying that it is not OK



Olweus Bully Prevention Program (OBPP)

2017-2018 Parent Handout



I think schools really find OBPP attractive because it's schoolwide. It involves <u>all school staff, students, and parents</u> in bullying prevention.

-prevention specialist-



Bullying Definition

Bullying is when someone repeatedly and on purpose says or does mean or hurtful things to another person who has a hard time defending himself or herself. Olweus Bully Prevention Program is a research based program that reduces bullying in schools over time. The schoolwide definition and rules about bullying help to make schools a safer, more positive place where students can learn.

Noah Webster's Rules About Bullying

- 1) We will not bully others
- We will try to help students who are bullied
- We will try to include students who are left out
- If we know that someone is being bullied, we will tell an adult at school and an adult at home

Class Meetings

- The class meets regularly to discuss bullying and other important items pertaining to the class
- Meetings build community and trust among students
- The class will discuss the definition of bullying and the rules
- Students role play and discuss how to handle situations

