



Burwood East Special Developmental School

UNIFORM POLICY

PURPOSE

- A uniform dress code reinforces in students a pride in their own appearance, instils recognition of themselves as an integral part of the Burwood East Special Developmental School (BESDS) school community, and develops pride in representing their school. Issues of equality, health and safety, and expense are also factors that contribute to the establishment of the Dress Code.

SCOPE

- This policy applies to all students attending Burwood East Special Developmental School (BESDS)

POLICY

- After consultation with the school community, the BESDS school council has developed a dress code that we believe provides choice for the students, allows students to safely engage in the many varied school activities, and caters for the financial constraints of families.
- School Council requires the Principal to be responsible for implementation of the Dress Code
- The Dress Code applies during school hours, whilst travelling to and from school, and when students are on school excursions.
- The prescribed uniform is optional but students are encouraged to wear uniform.
- Shoes that enclose the toes are required to be worn for health and safety reasons.
- The school will operate a 'recycle' scheme for good quality, clean second hand uniforms.
- The student Dress Code, including details of uniform items and cost of purchase, is given to parents on enrolment as part of the enrolment pack. It is also discussed during parent information sessions.
- Uniform with the BESDS school logo is available to purchase from the office and parents can discuss this with the Business Manager at any time and place an order. Alternatively plain uniform items in school colours may be purchased from commercial retail stores.
- School uniform should be clearly named to avoid loss.
- Arrangements can be made to supply uniforms via State Schools Relief for families experiencing economic hardship.

This policy was updated December 2018 and is due for review February 2019.