

Parent Governor information

COULD YOU BECOME A PARENT GOVERNOR?

A Parent Governor has:

- ❖ An interest in all the children's future.
- ❖ A desire to make a difference.
- ❖ A willingness to accept responsibility.
- ❖ An ability to work in a team and is happy to ask questions, listen and learn.
- ❖ The skills to contribute to effective governance and success of the school or at least the capacity and willingness to develop them.

and will:

- ❖ Act with integrity, objectivity and honesty in the best interests of the school.
- ❖ Fulfil a largely strategic role in the running of the school.
- Visit and get to know the school and the people in it in accordance with the agreed visits protocol.
- ❖ Work in partnership with the Headteacher to raise standards.
- Actively contribute to the work of the Governing.
- Abide by the adopted Code of Practice.

Once elected, a Parent Governor must operate in the best interest of all students and not as representatives to lobby on behalf of their constituency.

Parent Governors:

- ❖ Help to decide the priorities for improving the school.
- ❖ Focus on their three core strategic functions.
- ❖ Work co-operatively with other Governors in the best interest of the school.
- Attend the meetings of the Governing Board and its Committees.
- Promote the interest of the school in the wider community.
- Have an equal right to participate and to state their views whilst respecting the views of others.
- Are loyal to the decisions made by the Governing Board.
- Respect the confidentiality of those items of business that have been designated as confidential and do not disclose what individuals have said or how they have voted.
- Withdraw from a decision from which he or she or a partner or close relative stands to gain or where he or she is too involved to be objective.
- ❖ Have regard to the broader responsibilities as a Governor of a public institution in regard to promoting a public accountability for the actions and performance of the Governing Board.
- Participate in training.