

Ethos and Life of the school

Register / emotional check in (English and French). Nurture groups. Cool in school. Staff/pupil interactions. SHANARRI assemblies and ethos. Restorative Practices / discussions/ problem solving. Circle of friends. Support as necessary for individuals. SHANARRI awards. Pupils Star Awards. Achievement Board. Target setting / bookmarks. Feedback. School trips. Committees. Music Assemblies. Polycrubs. Buddying. Golden Time. Trips. Hi Viz vests Seatbelts on bus. Self/Peer assessment practices. Assemblies. Playtime. Fire Drill. EpiPen training. Class activities. Active Schools. After school clubs. Outdoor education. Breaktime snack. Lunchtime. Toothbrushing and washing routines. Swimming.

Curriculum areas and subjects

Maths/Numeracy-links between multiplication and division, fractions. Revise all number processes. Beyond number activities of volume and area. Time -analogue and digital. Data Handling and Position, Movement and angle-linking to topic work. Outdoor maths work when possible.

Literacy-creative story writing-train journey, exploring a new place. Re-telling story of Grace Darling, Note taking from programmes, **create factfiles of famous people**, write conversations in play script format and work on speech marks and punctuation. Make telephone directories-alphabetical order. Newspaper report on the moon landing. **Research from books and internet**. Presentation of research to class. **Styles of writing and codes-Braille letters**. Read/listen to stories from famous authors. Show and tell, present invention ideas.

HWB Cleanliness and hygiene activities about germs, medicines and how they are stored safely, Exercise, Sleep and healthy diet surveys.. Discuss work of RNLI and keeping safe at Sea and the RNIBs charity work. Know how to react in an emergency-role play. Create medals for each other.

RME Easter, complete stories from other religions and watch DVD about different faiths.

French Classroom objects, clothes, food, building short phrases, transition with Early Years group, songs and rhymes.

Expressive Arts -collage, model making, painting, **famous artists, sportspeople, actors, musicians, composers etc.**

Music: Learn to recognise written rhythm patterns. Make and perform rhythm patterns in groups.

Art: Still life ellipses. Visual elements. Picasso painting. Artist research

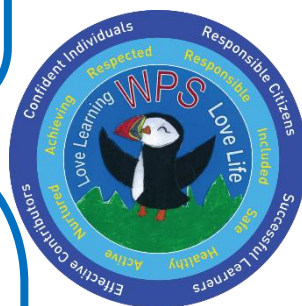
PE: Cricket- The class will experience a bat and ball game in the form of cricket They will learn and develop the skills and strategies required to play the game. Through these activities we will also work on Teamwork, communication and individual decision making.

Athletics -The class will participate in a variety of athletics events, running, jumping and throwing. They will develop their techniques for a range of skills involved in the events covered. They will find out more of how their body works and moves. They will have the chance to officiate the events covered.

Progress will be evidenced through

- Write
- Say
- Make
- Do

activities.



Learning is designed on the basis of the following principles:

- Challenge and enjoyment
- Breadth
- Progression
- Depth
- Coherence
- Relevance
- Personalisation and choice

Opportunities for personal achievement

We would like to hear about any of your child's opportunities for wider achievement out of school. Please share with your child's class teacher any personal "proud" moments they have had, we will include these on our

Wider Achievement Wall and in their own profile.

Opportunities in school for personal achievement include performing in assemblies and concerts. Sporting events, leading learning through committees and family events. Buddying in school and representing the school in the wider community.

Interdisciplinary Learning

Create categories of Famous People and add to them throughout the term. **Individual research** and presentations of significant individuals from the past. **Make fact files of information.**

Sequence developments in technologies. Put significant people and events in chronological order on a timeline.

Discuss museum evidence from the DVD

Compare modern times technology with olden day's developments.

Research areas of the world discovered by explorers.

Sound experiments -tuning forks. Rulers, instruments to learn about vibrations

Using our senses when others are restricted eg. Blindfolded games, smelling tests, **discuss how Braille works and read it.**

Paper aeroplanes fair tests.

Design a product of the future and create a poster about it.

Make a prototype or model invention.

Class stage to perform on to create their own famous character moments. Advertise a talent show.