

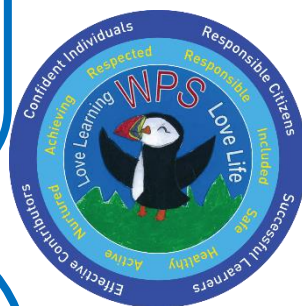
Ethos and Life of the school

Register / emotional check in (English and French). Zones of Regulation. 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.

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.

Curriculum areas and subjects

Literacy-P1-fine motor skills, introduce initial sounds s,a,t,i,p,n using Jolly phonics-songs, actions, interactive and practical materials. Introduce characters and listen to ORT stories. P2 - revise double vowel/consonant sounds. Practice all letter formations. Word building CVC and trickier words through games and magnetic letter activities. Writing short sentences with capital letters and full stops. Daily reading with associated games/tasks. P3-spelling/dictation, plan and write short stories, character descriptions, letter writing, adjectives, **label diagrams**, fact books/research. *Drawing Club**-daily story, vocabulary development, fine motor skills, link to topic

Numeracy-counting, sequencing and ordering numbers(P1 to 10, P2 to 30, P3 to 100) Number formations 0-9, 2D and 3D shapes, symmetry, making patterns involving objects, shapes and numbers, simple addition and subtraction games and practical activities. Days, Months and Seasons

French - greetings, please/thankyou, puppet, songs and games

RME - David and Goliath story-self-belief/bravery. Stories and symbols from other main world religions artefacts/art display

HWB/RSHP- playing together, being kind, **friends and friendship**-play based learning, daily soft start, outdoor play. Discussions, games and drawing. Continue daily check in with Zones of Regulation, Good handwashing/sanitising. Taking care of our teeth -Tooth brushing to resume in class.

Music: Work on using our voices in different ways in singing games and songs/rhymes with actions. Practice following performance instructions like start/stop, loud/quiet, fast/slow. Listening to music with contrasts.

PE: Develop and improve general sports and movement skills through a range of sporting activities and games. Building confidence and developing concentration skills.

Art: My Child Art project - design work. Galaxy picture using watercolours. Rainbow fish picture using mixed medium. Musical instrument Art. Self-portrait. Talk about Art created by different artists.

Interdisciplinary Learning

STEM - Using imaginative stories, fairy tales and short video clips as stimuli (*Drawing Club**)to create rockets, models, inventions etc. with a variety of craft and construction materials. **Some challenges will involve working in pairs or small groups to develop teamwork and co-operation.**

Forces - make rockets, space vehicles, use ramps, discuss forces of push, pull, thrust, lift etc. link to toys and stores eg. Rumpelstiltskin spinning wheel, The Enormous Turnip - pulling/pushing

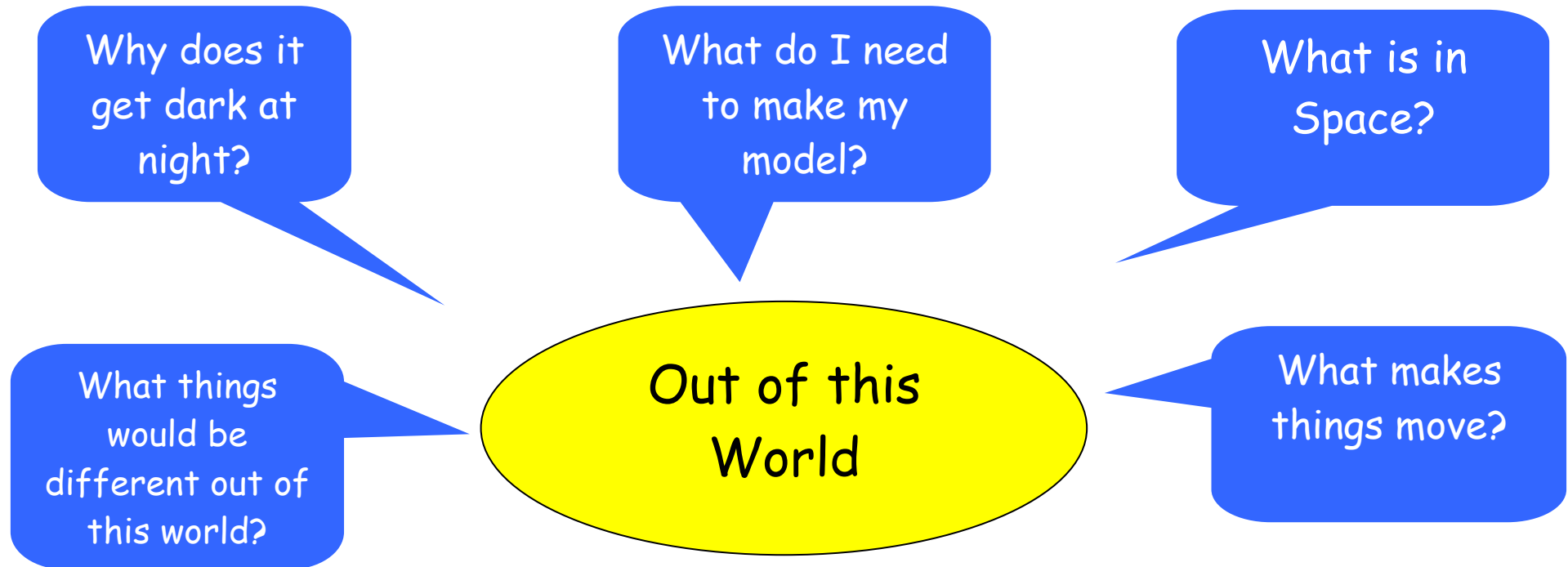
Magnets- play with magnets and make an alien chasing game

Journeys/modes of transport - **to space, junk models**, small world play, STEM rockets, electricity safety

Senses to explore the outdoors- create posters

Sun, moon and stars- observations, video clips/photos relate to length of days and months. Art and craft activities. Use models and fact books. Discuss other planets.

Scientific stories- listen and watch short video clips. Discuss Unst Space Station, writing stories and letters.



Holistic Assessment

Work in pairs to design and make a model that would take them to space. Label their diagram and present their model to the class saying how it would move and what they would see in Space.

Pupil Evaluation - to be completed at the end of the topic