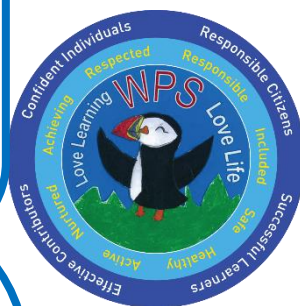


## Ethos and Life of the school

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. Toothbrushing and washing routines. Swimming.

Progress will be evidenced through planned periodic high quality assessments- showing application of knowledge.



## Curriculum areas and subjects

**Literacy** Weekly spelling and grammar. **Weekly extended writing** linked to Class Novel - **Private Peaceful** and linked to class topic - **Biomes** wherever possible. **Partner and individual presentations** for Listening and Talking. Use the VCOP approach to up level written work. Focus on writing biographies, informative writing; **researching endangered animals**, **imaginative writing**, recounts, and instructions. Guided reading 2 times per week and daily opportunities to read for pleasure. Library slot once per week. Use iPads for audio books.

**Multiplication & Division** - Various strategies and multi-step problems.

**Fractions Decimals & Percentages** - Converting measurements equivalent fractions, simplest form fractions, recognising decimals and percentages in everyday life.

**2D & 3D shape** - Use digital tools to investigate 3D shape. **Understand why particular shapes are used in the environment**. Construct 3D nets. Use previous knowledge of angles to describe 2D shape.

**Mental maths** - Daily 10, Countdown and Numeracy Ninjas

**Health and Wellbeing** Focus on making healthy decisions. Understand health benefits linked to the outdoor environment. Understand different factors that influence food choices. P7s complete weekly buddying sessions with P1s. P6 continue to work through Cool in School programme & Euro Quiz. Continue to use the Zones of Regulations for daily emotional regulation.

**French** Conversations. Continue to use the French calendar each morning.

**Art** - Create a drawing using 1 point or 2-point perspective and a surreal photomontage using three key techniques. Describe, discuss, and evaluate different pieces of design. Follow a process to complete a design brief. Complete a Pop Art self-portrait.

**PE**- Gymnastics. **Music**- Charanga music resource

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

### Outdoor learning

**Investigate habitats in the local environment**. Build a mini beast hotel, make bird feeders through recycled material. **Create a new habitat** and record organisms that visit over time. Class walks to the beach to investigate wildlife.

### Individual Learning

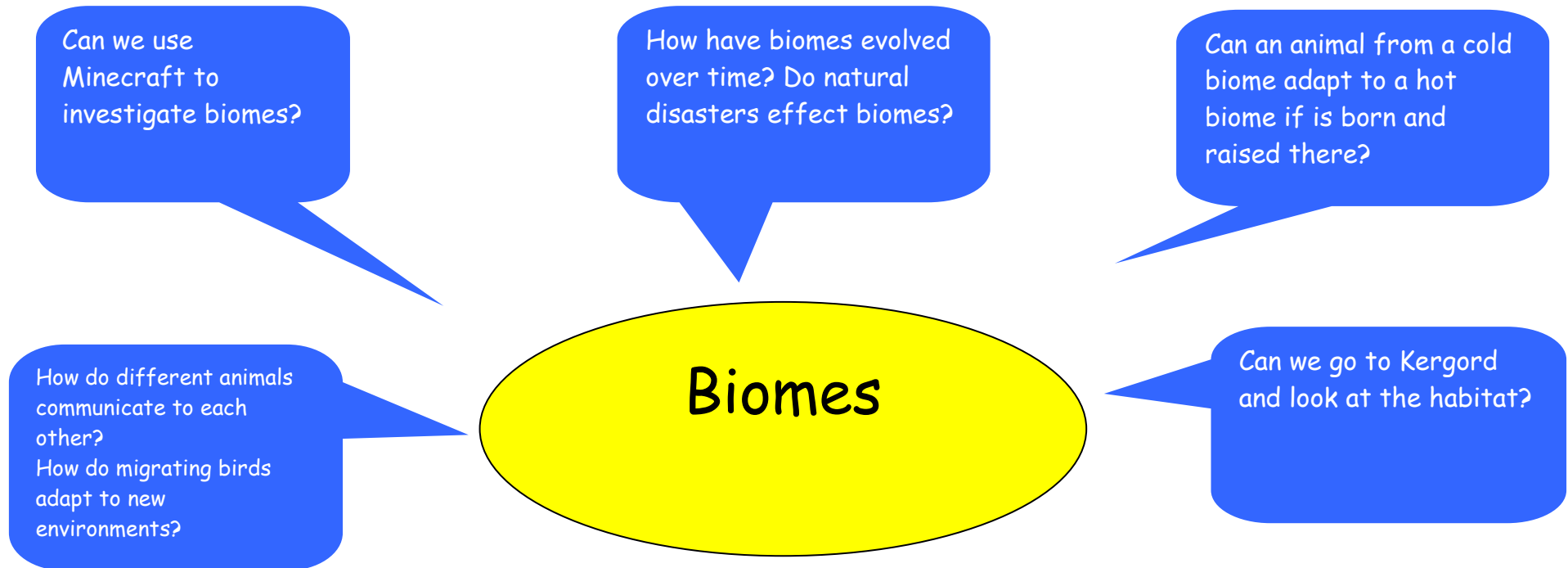
Investigate endangered animals and present findings to the class through digital technology. Explain the consequences of climate change and extinction. Create an **imaginary animal** and explain what characteristic it has to **adapt to a chosen biome** through **extended writing**.

### Cooperative Learning

Make a book of playground games to be shared with other classes in the school and use knowledge of 2D & 3D shapes to create maths games. Investigate food chains and the importance of adaption and survival. Identify what animals can adapt to which biome, what characteristics make them suitable for the climate? Investigate the **importance of plants and the effects of fertiliser**. Find out how climate change is affecting habitats. Use drama to explain the effects of this.

### STEM

Investigate different types of Biomes and how plants and animals survive there. **Create model biomes** out of lollipop sticks, cardboard and paper and test against a variable. Use Minecraft or other online applications to explore biomes. Make a biome in a jar.



**High Quality Assessment** - demonstrating breadth, challenge and application in a new and unfamiliar situation.  
Create a model biome using recycled material. Explain to class the characteristics of the biome and how the **inhabitants adapt to the environment.**

**Pupil Evaluation**