

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. Inclusive Committees. Music Assemblies. Polycrubb. Buddying. Golden Time. Trips. Hi Viz vests Seatbelts on bus. Self/Peer assessment practices. Assemblies. Playtime. Fire Drill. Class activities. Active Schools. After school clubs. Outdoor education. Break time snack. Lunchtime. Tooth brushing and washing routines. Swimming.

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. Indoor and outdoor games/play based learning. 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. P3-VCOP questions, adjectives, Weekly spelling P3 dictation. All- **Show and Tell**, Daily reading with associated games/tasks. Label diagrams. Personal, information and instruction writing.

Drawing Club*-daily story/traditional Tales, vocabulary development, fine motor skills, link to STEM

Numeracy-counting, sequencing and ordering numbers (P1 to 10, P2 to 50, P3 beyond 100, counting in 2's, odd/even numbers) Number formations 0-9 using Number Zoo, Practical time and money activities in play, including days, months and seasons. 2D and 3D shapes, symmetry, making patterns involving objects, shapes and numbers, simple addition and subtraction games and practical activities. Simple mental maps P3 Grid references

French - greetings, please/thankyou, songs and games, numbers to 10, colours

RME - Noah, keeping a promise, David and Goliath story-self-belief/bravery.

Stories and symbols from other main world religions artefacts/art display

HWB/RSHP- Daily check in with Zones of Regulation - discuss feelings. Playing together, being kind, friends and friendship. Discussing healthy Snacks. Good manners. Daily soft start, outdoor play, reinforcing choice and voice board.

Discussions, games and drawing. Good handwashing and taking care of our teeth - Toothbrushing after lunch. P3 together time.

Specialist Art, Music and PE

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



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

STEM challenges-link to stories, short animations and traditional tales

Create shoes (Elves and the Shoemaker),

Spinners/forces (Rumplestiltskin),

Different materials (Goldilocks)

Making pici pasta/butter - food technology (Smelly Peter the Green Pea Eater)

Exploring magnets, magnetic games (Hare and the Tortoise)

Lego challenges (Jack and the Beanstalk), *buy blocks with money*

Balloon rocket (Rocketmole)

Paper Flyers

Foil Boats, Floating Sinking experiments (The Knight, the /Noah's Ark)

Make glasses, modelling skills (the T-Rex Who Lost his Specs)

- Sharing/presenting ideas

- Link skills to how they are needed for real life/work

- teamwork/pairs/co-operative Learning

- Role play/drama- link to stories/jobs

Play Projects - Build, Create, Draw, Write- 3M's (maths, mark making, making conversation) individual research/projects, using construction kits, junk modelling, draw plans/maps

Outdoor tic-tac-toe, den building, obstacle course challenges, design a game, build a vehicle, create a home for an insect, bird feeders, investigate different plants, discuss the weather/instruments for measuring.



High Quality Assessment- share challenges and skills developed with parents at end of term coffee morning- link to real jobs/dress up

Pupil Evaluation