

## 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. Polycrub. 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

## Curriculum areas and subjects

### Literacy

Weekly spelling and grammar. **Weekly extended writing** linked to Class Novel - **The Wild Robot** and linked to class topic wherever possible. Use the VCOP approach to up level work in news writing and speedy skills. Focus on descriptive writing, imaginative writing, **writing instructions** and biographies. Guided reading 4 times per week and daily opportunities to read for pleasure. **Presentations to class** - Summer holiday show and tell.

### Numeracy

Place Value - Reading and writing large numbers, rounding, partitioning, negative numbers.

**Time** - reading and writing the time. 12/24 hour time, durations, how to measure time, practical tasks, planning events using timetables and relating to topic.

**Money** - reading and writing different amounts, calculate money spent and change. For P5 profit/loss and how to keep money safe.

### Health and Wellbeing

Learning how to keep our bodies healthy. **Good handwashing** - write instructions. SHANARRI. Daily Mile. Zones of Regulation used for daily check-in. **Growth mind-set** for P4/5. Friendships and team building for P3 during together time. Strategies for 'flipping our lid'.

### French

Greetings, please/thankyou, songs and games, numbers to 50, colours

**RME** - P3/4 - Jonah and the whale - forgiveness. Stories and symbols from other main world religions. Hanukkah. P5 - Being kind and helping one another - linked to Buddhism, Christianity and Sikhism stories.

**Specialists in 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

Create 3D robot model (The Wild Robot).

Make a boat that can float (The Wild Robot) - buoyancy (objects that sink/float).

Exploring magnets - testing different weights (The Wild Robot).

Design and build a vehicle that can move (The Wild Robot).

Make a pair of shoes - **buy/sell these in the shoe shop.**

Make a ghost marshmallow launcher and test it out.

Work in groups to make a balloon tower.

Make Big Ben with a clock face and movable hands (**telling the time**).

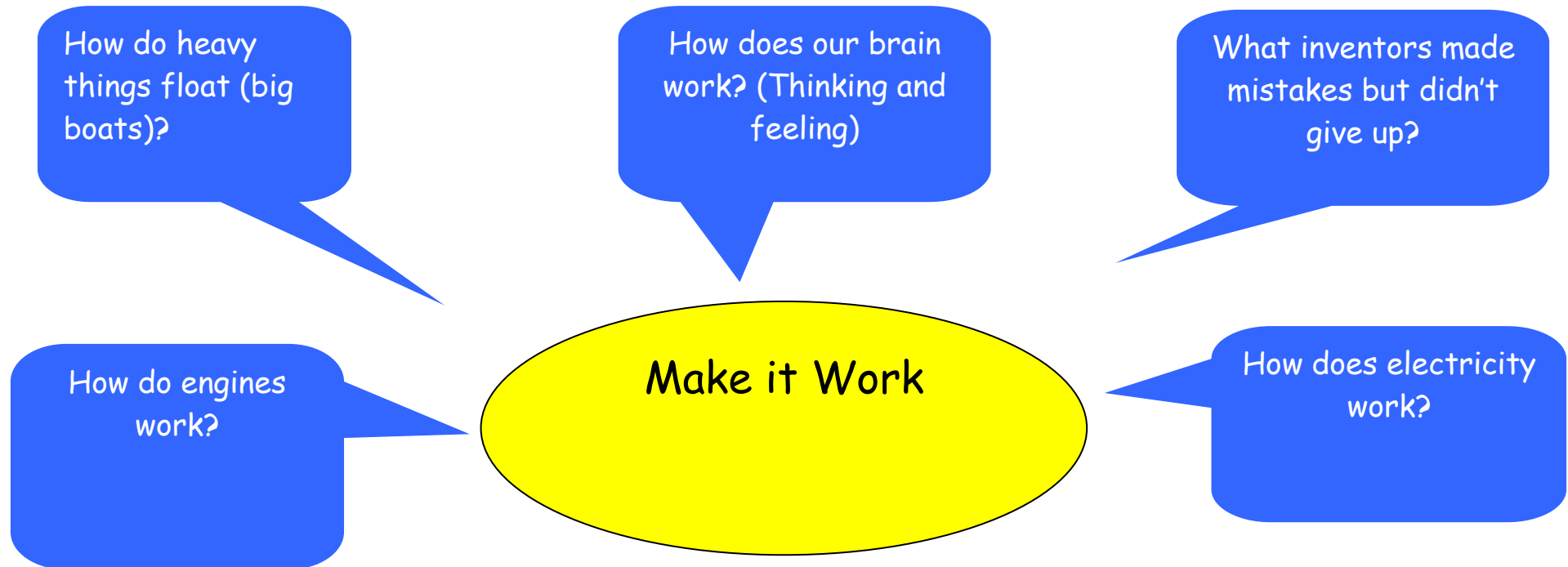
Draw a map of Shetland and create a treasure map - grid references.

Use books and technology to research inventions and famous inventors.

Write a biography on a famous inventor and find out how he/she had a growth mind set.

### Outdoor Activities

Den building, design an obstacle course, 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** - demonstrating breadth, challenge and application in a new and unfamiliar situation.

Design and create a boat with your team. Label materials used and write a prediction if it will float or sink. Test it out with the class.

Pupil Evaluation -