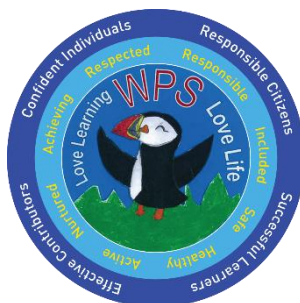


Ethos and Life of the school

UNCRC. Zones of Regulation. Nurturing approaches. Trauma informed practice. Positive staff/pupil interactions. SHANARRI Superstars. Restorative Practices. Respect me. Inclusive classrooms. GIRFEC. Star Pupil Awards. Wider Achievement Gallery. Learning, Teaching and Assessment cycle. School trips. Inclusive Committees. Music Assemblies. **Outdoor learning**. Learning in all weather- polycrubs. Buddying. Swimming. Golden Time. Trips. Health and Safety. Playtime. Fire Drill. Active Schools. After school clubs. Personal hygiene and care. Growth mind-set. **Learning through play**- a definition written by staff, children and parents of Whiteness Primary School and Early Years. *Learning through play develops creative, engaging and motivating interest in the world around us. Play is natural and when unhurried, it gives us the space and right pace in which to learn. As we play, we watch and learn, we copy and repeat, we practice and experience, we extend our imagination and begin to understand the meaning of what we are doing. Learning through play is fun, it allows us to be active, to make choices, to learn from mistakes and to problem solve and evaluate, all of which build our confidence, resilience and wellbeing. Without realising it we are developing our social, life and relationship skills, all of which are transferable and will serve us well as we grow and flourish through life.*

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

Interdisciplinary Learning

Compare lives in the past with nowadays - investigate artefacts from the Shetland Museum - discussions, guessing games, drawings, sort pictures into categories of 'from the past' and 'nowadays'

STEM activities to create their own objects/activities from the past eg. butter churn experiment, writing with a feather and ink, old phone junk models, old fashioned/modern vehicles/transport etc.

Create an older house from the past in the classroom - role play, drama -acting out different jobs eg. getting food from the land and sea compared to going shopping at supermarket, making/knitting their own clothes instead of buying them

Invite grandparents in to talk about what school was like for them and how things are different now. Discuss similar characteristics and likenesses which are inherited -RSHP resource.

Dinosaurs- play based learning, discuss herbivores, carnivores, make fossils, ice-age dino experiment, painting and model making.

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, cutting 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. Listening to instructions, **information** and stories daily.

P2 - revise double vowel/consonant sounds and letter names. Practice all letter formations including capital letters. Weekly spelling through games and magnetic letter activities. CYPIC -Writing short sentences with capital letters and full stops. Daily reading with associated games/tasks. **Label diagrams**. **Drawing Club***-daily story/traditional tales, vocabulary development, fine motor skills, link to STEM
Numeracy-counting, sequencing and ordering numbers (P1 to 10, P2 place value to 100) 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.

Technology - online maths games, using, kindles, iPads and the Desktop. Type on MS Word.

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

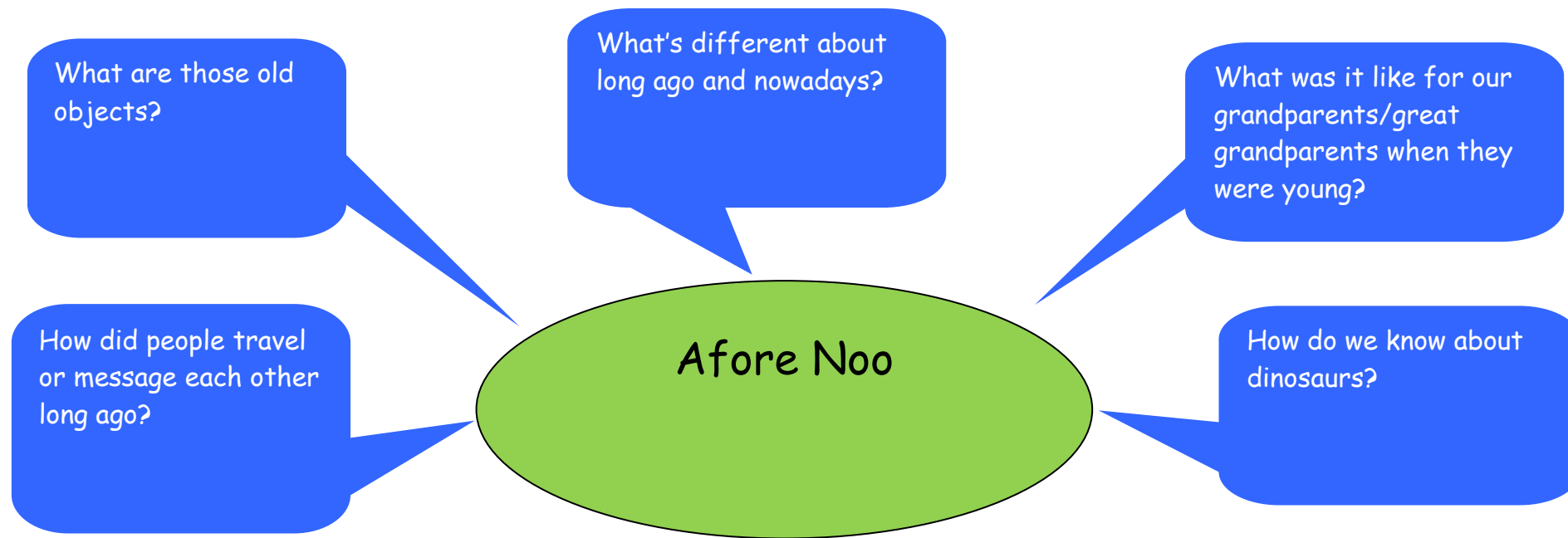
RME - Stories from the Bible and their meanings eg. Daniel and the Lions Den,

HWB/RSHP- Daily check in with Zones of Regulation - discuss feelings. **Social skills-** **collaboration, co-operation**, turn-taking etc. Discuss Kindness and share examples, friends and friendship. **SHANARRI-being Healthy** discussions- food, exercise etc. Being **Safe** at home and at school- Discussions, scenarios and drawing. Good handwashing and taking care of our teeth -Visit from Childsmile.

PE- The class will develop and improve their general sports and movement skills through a range of sporting activities and games. Building their confidence and developing their concentration skills.

Art - Pupils will be practising their cutting and collage skills to explore all things *Afore Noo*. They will experiment with a variety of media and colour to create vibrant and imaginative pieces of work.

Music- Learn about musical opposites and will memorise a variety of harvest/autumnal songs and learn how to sing as part of a large group.



Literacy and IDL High Quality Assessment - demonstrating breadth, challenge and application in a new and unfamiliar situation.

After listening to information match the objects from the past with nowadays- orally and with pictures/drawings

Numeracy and mathematics High Quality Assessment - demonstrating breadth, challenge and application in a new and unfamiliar situation.

Work with a partner and as a whole class to create a symmetrical design with loose parts outdoors.

Pupil Evaluation