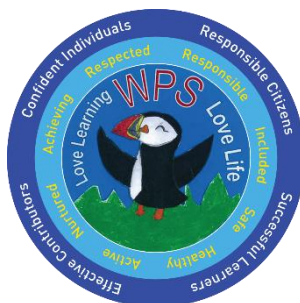


Ethos and Life of the school

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

What is a King and Queen:

Look at present Kings and Queens around the world and what they do for their country. How does someone become a King or Queen. What makes a good King and Queen - what rules would you have if you were a King or Queen. Look at photos of royal outfits around the world. Design your own crown. Mini class 'coronation' with songs.

Castles and palaces:

Exploring different types of places where Kings and Queens all over the world live/lived. Find out different jobs people had in the castles. Design your own castle and jobs that are in it. Make our story corner into a castle.

Famous Kings and Queens from Long Ago:

Listen to tales of King Arthur and Queen Cleopatra. Choose a famous King or Queen from long ago - draw a picture of them and **research** facts about them. **Present** facts to class using **Powerpoint**. Put your King or Queen in **order on a timeline** in the classroom. **Compare and contrast** your King or Queen from Long Ago to King Charles III.

Make your own Kingdom:

Create a map of your own kingdom. **Invent a story** about a pretend King or Queen.

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

Numeracy - Place Value - Reading and **writing numbers**, identifying place value, partitioning, estimating and rounding. Linking with measurement - **reading different scales**, estimating length/weight/volume. **Maps and using a Venn Diagram linked to our topic.**

Literacy - Spelling twice a week - written and practical. Writing 4 times a week focusing on tools for writing. Imaginative writing **linked to our topic**. Guided reading 4 times per week and daily opportunities to read for pleasure. Class novel - Tales of Wizards and Dragons. Library. Talking and listening - **topic presentations** to the class.

Technology - **PowerPoints** - inserting pictures, changing the font and size of writing, changing the animations and transitions. **Researching** and finding information.

Health and Wellbeing Create class charter linked to our school rules. SHANARRI. Zones of Regulation - what they feel like, look like, creating a toolkit to use to get back to the green zone, exploring social stories and giving advice on what others can do. Daily check-in using the Zones of Regulation.

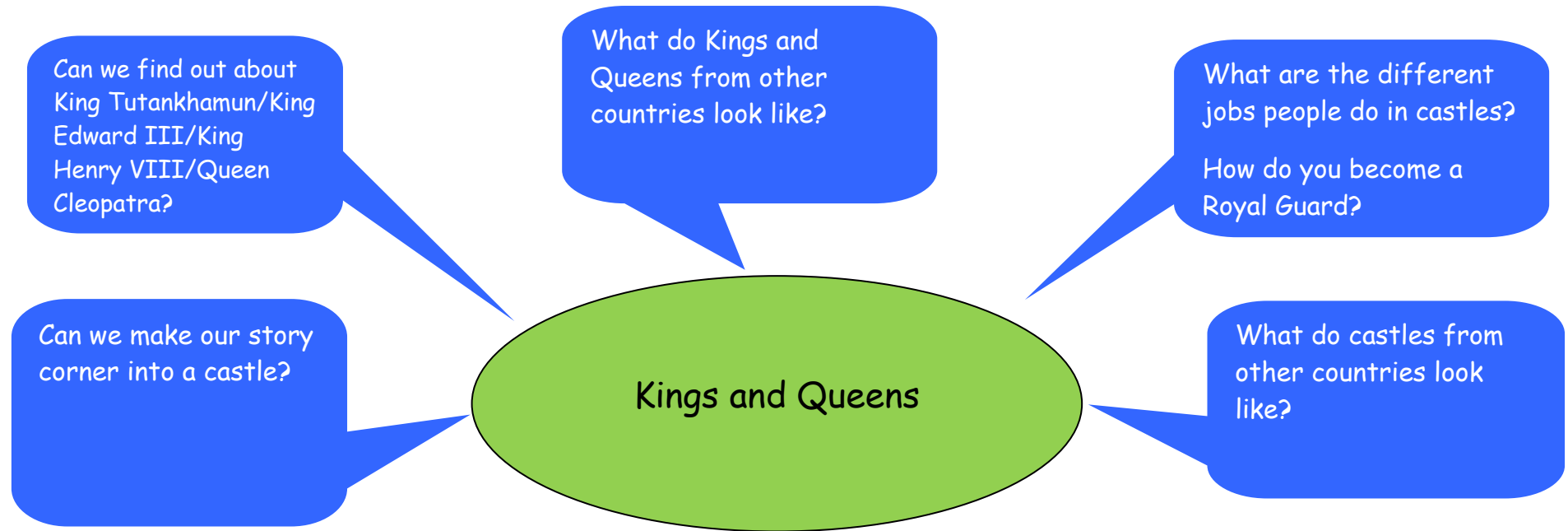
French - Numbers and food.

RME - Kindness - looking at stories from different religions about helping others and the importance of being kind.

PE - The class will experience invasion games in the form of Handball. They will learn and develop the skills and strategies required to play the games. Through these activities we will also work on Teamwork, communication and individual decision making.

Art - The class will be developing their collage skills through cutting, layering and arranging materials. They will also experiment with a range of mixed media techniques to create finished pieces of artwork.

Music - The class will be learning how read notation and play rhythm patterns using drumsticks and pads. They will be listening to music and discovering how composers use instruments for effect.



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

Choose a famous King or Queen from long ago. Draw a picture of them and research facts about them. Present facts to the class using PowerPoint.

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

Create a map of your own kingdom and include a key to show the different parts of it.

Pupil Evaluation