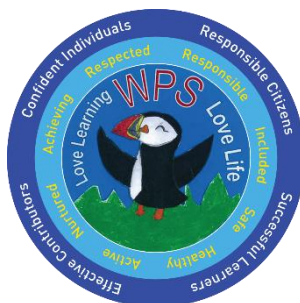


Ethos and Life of the school

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

Eco-Committee plan whole school activity - reduce, re-use, recycle
Travel different modes of transport, make models, race tracks for cars, rockets, investigate energy and forces eg. movement, friction, magnets. Make car magnet game. Emergency Services vehicles. Ferries and Aeroplane craft activities. Construction kits and tools for building. DYW Types of jobs- drama.
Places Where we live- maps/google earth/globes, places in Shetland. Name some other countries - share facts/simple comparisons, make collage posters. The sun and moon, night and day pictures, Stories - fact and fiction, drama.
Outdoors In the snow - investigate ice, freezing melting experiments, heat energy, changing states of water. To the beach - investigate living/non-living things, sorting, drawing, label pictures. Outside - changing seasons, types of weather, suitable clothing- waterproof materials, make umbrellas.
Vertical Grouping Activities create an imaginary place - maps, climate, flag, animals, food, people etc. through artwork, textiles, airdrying clay, cooking, ICT Stop Motion, writing, 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 - Show and Tell weekly. Ask and answer questions. Daily reading and discussion/comprehension, sequencing, P1 Word building, writing short sentences, consolidate & continue phonics. P2 weekly spelling & grammar, using adjectives in imaginative and personal writing. Create a Magical Land for imaginative writing. All -Drawing Club, writing signs, instructions for craft, labelling diagrams e.g. their body, animals, vehicles. Re-telling stories - orally and written. Reading aloud and presenting to the class. Rhyming words- patterns, stories, games.

Maths -Time - dates, calendars, o'clock and half past - digital and analogue. Directions and Bearings - practical outdoors, Beebots, maps. Data Handling- gathering information from collections of items and each other, build pictograms, graphs and analyse data. Money- games, shops, making different amounts, P1 - coins to 10p. p2-coins to 20p. Numeracy - P1 +-, number bonds to 10, write/recognise numbers to 20, counting to 30 double numbers to 20, P2 subtraction within 20, counting in 2's. then +- to 100 using different strategies, Fractions - halves and quarters, practical e.g. make toast, playdough,

HWB Discuss and encourage healthy snacks. Brush teeth and lunchtime healthy choices. How to look after animals vets role play. Emergency Services- dial 999, Games focusing on fairness, taking turns, winning and losing, sharing etc

French - Bonne Annee and class instructions, numbers to 20, animals, family members and body parts. Map of France and places to visit.

RME Burns Night - 'To a mouse' craft Chinese New Year celebrations- Zodiac story. Valentine's Day craft, Mother's day gift. Bible stories of Easter, Noah- play area, David and Goliath and Jonah and the Whale.



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

Make a class quiz about different places and transport.

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

Pay for Snack at breaktimes using different coins.

Pupil Evaluation