

Newsletter

Friday 23rd January

Bedtime Stories Event

We are really looking forward to seeing children from Reception to Year 2, at our Bedtime Stories event on **Wednesday 28th January at 5.30pm.**

Children —remember to bring a favourite bedtime book, wear your PJ's and maybe bring a bedtime friend too!

The staff are looking forward to sharing some bedtime stories with you all!



We have enjoyed reading The Gruffalo's Child this week. We have been trying to predict what might happen next and we've had some imaginative

ideas!

Year 2

Class 2 have been working vary hard this week on addition and subtraction of two digit numbers, using the column method. Ask your child to show you how numbers sit on the doorstep!

Year 4

Fantastic writing this week about the wonderful places we have toured in Australia. Children can use wonderful adjectives and exciting similes!

Year 6

On Tuesday 27th January, Year 6 will be taking aprt in an indoor sport shall athletics festival at Bishop Barrington School.

Please can all children come to school wearing their PE kits. Yellow T-shirts and black shorts or tracksuit bottoms with suitable footwear.

Year 1

This week in numeracy we have been learning to add in our heads! Next week we will also be learning to subtract in our heads.

In literacy we've been reading another traditional tale, "The 3 Little Pigs.

Year 3

In computing, we have started learning about coding. We have been creating animations on Scratch Junior using the iPads. We can make our 'sprites' move, repeat, speak, change backgrounds and we can even our friends how by connecting wirelessly to the big board!

Year 5

This week, Class 5 have worked hard on many different division activities. There are some practice questions in their homework books.

Parking Reminder

Parents, please be aware that parking around the school gates is not prohibited for safety reasons. Also, we have had complaints from local residents not being able to access the back lane to the houses.

We ask that you be considerate.