

Weekly Learning Reflections



Week Beginning:

Happy Friday 😊

Another busy week has come to an end and as ever, the children have been superstars.

Thank you for all of the costumes that have been brought in. They look fab. If yours has not made it to us yet, please remember to send it in on Monday as we have a whole school performance on Tuesday. If you are having any issues, please contact we are more than happy to help and remember homemade is perfect too.

In maths this week we have been perfecting our times table skills. Arrays started us off on Monday as we revised how to use these to work out trickier number sentences before moving on to use related facts. The children have been excellent at using the phrase 'I know ... so I also know ...' to articulate their thinking. This helped in the latter part of the week as we tackled problem solving activities.

Some interesting Stone Age creatures have roamed our classroom this week as the children penned their non-chronological reports. Having become confident with paragraphs the children used their notes to generate interesting sentences containing coordinating conjunctions and expanded noun phrases brilliantly. We finished the week with an enticing introduction that hopefully hooks in a reader. The children are looking forward to writing these up in neat to share with you in the future.



Pupil Star of the Week - ★ Isla W ★

The children have noticed her being polite, respectful and that she perseveres no matter how hard the challenge. Isla is always kind, and follows our school values too. She always helps other children turn their frowns upside down too- a fantastic skill to have. :-). Well done Isla we are so proud of you.

Teacher Star of the Week - ★ Eleanor ★ She has been flourishing since starting at the junior school. Her determination to succeed is admirable. She always brings a smile to all those around her. Keep up the hard work Eleanor you are a superstar.

Well done to our stars.



Hope that you all have a lovely weekend,

Miss Hunt 😊