

17th May 2019



The children have been really good this week, as things have been a little different due to making allowances for the year 6 SATS. Your child can be quiet when required... we have had to creep around school like mice and our playtimes have been slightly altered. Nothing major changed, but any minor change is enough to put the children on an uneven keel.

We have continued to focus on the story of Wendel's Workshop. I hope you enjoyed looking at your child's robot when it came home last Friday. I was very impressed with the concentration and thought that went into what was used for what part of the robot. In Maths we have looked at 2D and 3D shapes. Identifying their properties and the differences in terminology. We looked at everyday items and identified what 3D shape they are and have also made our own cube or cuboid. In PE this Monday we were working on our throwing and catching skills. We were using larger balls and were chest passing. Some of the children were frightened of receiving the ball, so maybe this is something that you can practise with them in the garden in this lovely weather. It is hard to catch a ball when you are hiding behind your hands! In our Topic work we looked at Alexander Graham Bell and the invention of the telephone – where would we be without one of those! **For Topic next week – Tuesday – we need a plastic carrier bag please.**

We have missed out on Bookster once again. By not being a 'Star Reader' the class misses out on having Bookster but your child may also miss out on the 'Star Reader' treat at the end of the term. Those that don't get the treat are very disappointed when the other children leave the class to go and have fun.

The pressure is now on for the need for a hat at playtime. Please can you make sure your child has one with them. I think we still need the raincoats too as it is Britain after all. Obviously please make sure the hat has a name, there are so many that look the same!

Have a lovely weekend and see you all next week.

Mrs Chittock