Meet the Teacher Evening

Blue Class –
Miss McSweeney (Mon, Tues, Weds)
Mrs McCrae (Thurs, Fri)





With support from am: Miss Chandler and Miss Taylor

pm: Miss Taylor and Miss Burnman

Green Class – Miss Bailey
With support from Mrs Morgan,
Mrs Quinn and Mrs Patrick



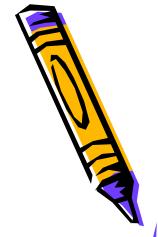


Routines

- Read Write Inc
- PE (Thursday)
- Homework on Dojo (Monday)
- Library books (Friday)

		RWI	English	Maths	Торіс	Topic	
		RWI (PPA)	PP <i>A</i>	(PPA)	Maths	English	
		RWI	English	Maths	Computing	Science	
1		RWI	English	Maths	PE	PE	
		RWI	English	Maths	PSHE	Golden time	

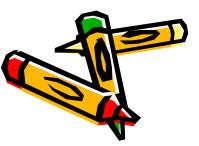




Homework

- -READING! Children and parents
- -numbots
- -topic grid
- -spelling

Write	Write a postcard or letter describing Cambourne and send it to someone else.	Imagine your perfect town – what would it be like? What shops and other buildings would be there? Who would live there? Draw a map of your perfect town.	Write a fact book about Cambourne.
Research	Where do you live? Draw a picture of your house or your street. What do you like about where you live?	Find out about Cambourne – how old is it? How many people live here? What can you do in Cambourne?	What do you think Cambourne will look like in the future? Draw a picture or map.
Create	Make a 3D map of Cambourne	Paint or draw a picture of your favourite place in Cambourne	Use playdough or construction toys to make a model of your house.
Science: Animals	Visit the nature reserve or a park in Cambourne. What animals can you see or hear?	What is a nocturnal animal? Draw a picture or make a model of one. Do any nocturnal animals visit your garden?	What do herbivores eat? What do Carnivores eat? Make a list of foods for each.



Whose is this?

• Please, please...

Ensure all your child's clothing is named. Make sure your children can tie their shoes.

If your child is growing too quickly talk to Friends who have uniform for



Year 1 Topics and Trips

- Our town
- Trip to Hedingham Castle (1st October)
- Castles and Kingdoms

-Wow day where children take on Knight training dress up as knights/ prince/ princess/ dragons / maids (13th November)

- Toys
- -Local trip to BMW garage (date to be confirmed)
- **Kenya**

-Senses day where we explore our senses and make African pancakes

London

- -Paddington day (22nd April)
- Walking with Dinosaurs
- -Orchard walk (17th June)



Our Local Area Year 1

map	A specially drawn picture of a place from above.
symbol	A picture that represents a word or group of words. They are used on maps to make things clear and easy to find.
house	A building that people live in

Houses

You might see lots of different types of houses in your local area. Some of these could be ...







flats







Buildings in the local area could be used for lots of different things. Some of these could be...



cottage Map Symbols

To make it easier, maps use symbols instead of words so that you can find things quickly. Here are some symbols you might recognise.

bungalow











place of worship motorway









Knowledge Organiser Unit: About Pets

GR8! — 8 words and meanings to learn					
Key Word	Meaning				
1. pet	A tamed animal that is kept as a companion and looked after by its owner.				
2. mammal	Any animal where the female produces milk to feed her babies.				
3. offspring	Children or young from a parent.				
4. care	To look after something or someone.				
5. bird	A creature with wings and feathers that is able to fly.				
6. fish	A cold-blooded animal that lives in water.				
7. reptile	A cold-blooded animal such as a lizard.				
8. amphibian	An animal that can live in water and on land.				



things called?
Carnivores, herbivores and omnivores.

A pet can be lovely to care for and be a friend.









Pets need water, food, shelter and lots of care.

Know where birds live and

what they eat

Explore how animals need to

Discover how an animal's offspring is the same as its

be cared for differently

Understand what animals

need in order to grow



the wild need a habitat to live in.

All animals and plants

are part of

food chains.

parents Identify a variety of animals

Lesson 5

including fish, amphibians, reptiles, birds, and mammals

Identify a variety of common animals that are carnivores, herbivores, and omnivores





Support your Child by...

Read with your child daily!

-any books, genre, media, listen to stories. Oxford owl and Library books

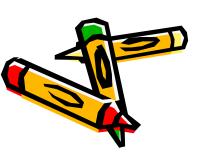
- Encouraging your child to take responsibility for taking letters out of their bags and handing them to their teacher once they are inside the classroom.
- Handwriting
- Encourage independence
- Encouraging them to take care of their own belongings.
- We value your support!

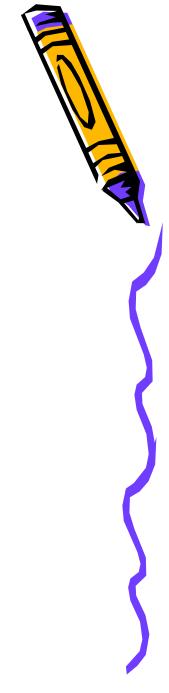




Celebrating Success

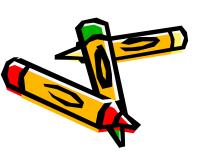
- In school we use...
 - Praise
 - Stickers
 - Dojos
 - Merits
 - Sharing work with another adult
 - Golden Assemblies
 - Golden Time





ICT

- In year one we will be using Dojo, Purple Mash,,
 Oxford Owl and Numbots to support the
 children's learning.
- · These are also accessible at home.
- On all of these sites the only interactions will be with their class peers and teachers.
- Accounts are personal and we expect them not to share their passwords.
- We will monitor and set work on these sites.



How we give feedback

At Monkfield Park, we recognise the importance of feedback as a vital part of the teaching and learning cycle, and aim to maximise the effectiveness of its use in practise.

We feedback to the children regularly in sessions.

Challenges are used to extend children's learning.

Peer feedback is used to promote relationships.

Children feedback to us and the class in the lesson.

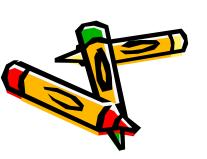


Cambridgeshire Theraputic Thinking



As a school we follow the CTT approach, where the aim is to understand behaviour in the form of communication.

We focus on fostering a therapeutic ethos where children feel understood and supported in their emotional wellbeing, enabling them to flourish academically and socially by developing positive feelings and experiences.



ClassDojo in our class

Students can...

- Login to their accounts to view their point report from the current week, view Class Story posts, complete assigned Activities to build their digital Portfolio, and customize their avatar.
- Watch Big Ideas video series with Mojo and his friends to learn about skills such as Perseverance, Growth Mindset, Mindfulness, and more!
- Interact and play together in a virtual playground called Dojo Islands! They'll work together and cultivate their creativity through play in a controlled and fun environment.













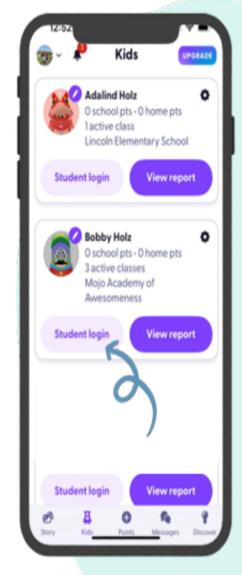




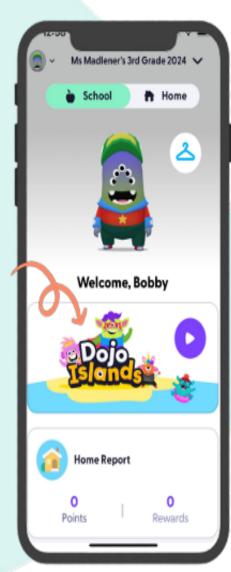
Where students collaborate, create, and more

Dojo Islands is a place for kids to learn through play together. In a private, virtual world made just for their class, students can practice problem-solving, use their imaginations, and work together to create make-believe scenarios—with friends they already know from school.

You can check it out for yourself, too! Toggle to your child's account via the app and tap on the "Dojo Islands" image at the top.



Parent account



Student account



Log in for parents- if you wish to contact us please email the office (:

IMPORTANT: Please **DO NOT** select the paid version of ClassDojo. The free version provides all the features you need to connect with your child's portfolio, class story and calendar.

The easiest way to login is via the ClassDojo app.

iOS (iPhone/iPad)

- Download ClassDojo from the App Store
- •Tap 'I'm a parent'
- •Sign up using email, Google, or Apple ID
- •Tap the 'Kids' tab at the bottom
- •Tap '+ Add code'
- Enter the Parent Code and tap 'Submit'

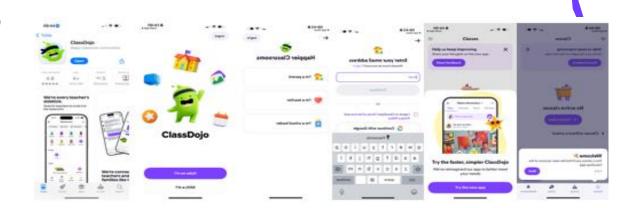
Android

- Download ClassDojo from the Google Play Store
- •Tap 'I'm a parent'
- •Tap 'Get Started' and sign up
- •Tap the 'Kids' tab at the bottom
- Tap 'Add code'
- •Enter the Parent Code and tap 'Submit'

Web (Computer Browser)

- •Go to www.classdojo.com
- •Click 'Sign Up' and choose 'Parent'
- •Enter your email and name, then click 'Sign Up'
- •Click '+ Add a child' on the left
- •Choose 'Add child using code'







Finally ...

Thank you for joining us.

Any questions?

