

Year 6 Autumn 2 Learning Letter

We hope that you all had a fantastic half term. It was great to meet you all at Parents Evening and to know that your children feel happy and have settled into the Year 6 routines. The children have made a great start to year 6 and have learnt so much already.

The eight weeks ahead may well be the most hectic of the year, with lots of work planned and the traditions of a primary school run up to Christmas to fit in... not to mention a school production! 'Dragon Days' is full of wonderful songs, dancing, and wit and now that the script is finished and year 6 have been cast, we will be making a tentative start this week. I assure you that rehearsals are tightly timetabled and we will continue to deliver daily English and maths and a balance of other subjects. We have academic goals as well as a cracking performance to conquer over the next few weeks and will work hard together to achieve it all.

Our whole school topic work this term matches the school play with its 'Let there be Dragons' theme. We are about to meet a famous Dragonologist who will invite us to join him on a quest to prove that dragons were once real. The quest of the Dragonologist will inspire writing, science, grammar, problem solving, art, maths and geography with creativity at the core of everything that takes place.

As part of our P.E. provision, Year 6 will continue to take part in Drumba on a Thursday afternoon up until Christmas. After school team events continue over the winter months and Miss Johnston keeps as many children as busy and involved as she can. Please can you ensure that the children have a full P.E. kit in school each week.

One more date for the diary is Children in Need, which, this year, is Friday 17th November. As mentioned in a previous newsletter the theme this year will be spots! There will be more information about this event coming from the Care Department very soon.

As always, let us know if you have any queries or concerns, however small.

Best wishes,

Miss Morrow and Mrs Myring

