Spring 2 2025

00000

00000

Year One Curriculum Newsletter

Childhood Now and Then



What is the difference in being a child now and in the past?

Project Questions

What is the difference between being a child now and in the past? What does childhood mean?

What did children play with in the past?

How do toys now compare to toys in the past?

How did Leeds celebrate children on Children's Day?

Visits and Visitors

Artefacts loaned from Toys of the Past

Grandparents and parents invited in to share their favourite childhood memories and games celebrating different cultures and experiences from our community

Shakespeare 60

Learn a card game

Golden Themes

Identity and diversity:

- similarities and differences between peoples in local setting and also in wider contexts
- what contributes to self-identity and belonging

KEY DATES:

W/C 24th February- Hearing Checks | Thursday 6th March- World Book Day W/C 10th March- Celebrating International Women's Day | Wednesday 19th March- Classroom Kitchen 1W & 1H | Friday 21st March- Comic Relief Bake Sale | Wednesday 26th March- Classroom Kitchen 1L | Wednesday 2nd April- Autism Awareness Day

ATTENDANCE

Well done to all the children who had 100% attendance last half term! This is a brilliant achievement.



NEVER ABSENT

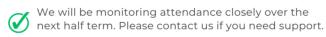
NEVER LATE

To report an absence please contact us on the number below:

01135351000

office@shakespeareleeds.org.uk

Please continue to support us in helping your child
reach their full potential by ensuring they attend
school every day.



Whole school attendance so far this academic year is 96.1%. During last half term alone, attendance was 96.4%

Attendance in Year 1 last half term was **96.9%**. This is **above** the school average - well done! Please ensure your child comes to school every day this half term.

WE ARE READING:



To read about the Year One curriculum in more detail please visit our school website

SHAKESPEARE PRIMARY SCHOOL A curriculum of excellence from the heart of Leeds

www.shakespeareleeds.org.uk