

COHORT PRESENTATION

- Please scan de QR Code to register any questions
- you may have.
- We will respond in a Q\&A format on the next Newsletter.
- Please hold all questions during presentation.



## BELL TIMES

- Students are encouraged to be at school by 8:50 for a 9:00am start!
- Students that arrive to school after 9:05 are to sign in at the office where they will receive a late pass.
- The school day finishes at 3:30. Parents are allowed into the school grounds as of today! Welcome back!
- The side gate will be open for students to enter and leave school.
- Assembly is every Monday at 3:00pm. This is an opportunity for the students to celebrate their learning. There will be weekly performances by the students.


## WEEKLY OVERVIEW

Literacy - 10 Hours a week
Numeracy - 6 Hours a week
Specialists - Visual Arts, Performing Arts, Music, Physical Education \& STEAM
Inquiry - 2 Hours a week
Assembly/Care for Our Community - 1 Hour per week. Permanent link online Assembly

| Timetable | Session 1 | Session 2 | Break | Lunch | Session 3 | Session 4 | Recess | Session 5 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 9:00-10:00 | 10:00-11:00 | 11:00-11:45 | 11:45-12:00 | 12:00-1:00 | 1:00-2:00 | 2:00-2:30 | 2:30-3:30 |
| Monday | Maths | Maths |  |  | Literacy | Literacy |  | Bud/Assembly |
| Tuesday | Maths | Maths |  |  | Literacy | Literacy |  | The Code |
| Wednesday | Maths | Maths |  |  | Literacy | Literacy |  | The Code |
| Thursday | Specialists | Specialists |  |  | Specialists | Specialists |  | Specialist |
| Friday | 46 AD -Inquiry <br> 46 BC - Library | 46 AD -Library <br> 46 BC - Inquiry |  |  | Literacy | Literacy |  | Inquiry |

## LITERACY MODEL

## Reading

|  | \% \% | 40 | dit | $\square 898$ |
| :---: | :---: | :---: | :---: | :---: |
| The Skill Up | The Collective | The Builders | The Workshop | The Showtime |

## LITERACY MODEL

Writing

|  |  | Oto |  |
| :---: | :---: | :---: | :---: |
| The Collective | The Builders | The Workshop | The Showtime |

## LITERACY MODEL

 Writing

## LITERACY MODEL

The Code

|  | \% \%itios | 45 | (\%'t | $\square 898$ |
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| The Skill Up | The Collective | The Builders | The Workshop | The Showtime |

## Numeracy Model

The Builders

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| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| The Collective | The Builders | The Builders | The Showtime | The Collective | The Builders | The Builders | The Showtime |

Numeracy Model The Builders


## Parent support

## Home reading/Heart word list/Homework

- Kids AZ
- Homework - Writing (T2)
- Seesaw activity to be sent each week
- 15 min a day
- Continuous reporting: Numeracy and Writing continuous assessment.
- Parents to receive updates (email) on students
- Featuring progress, goals and comments
- 4 weeks
- Mathematics week 10, Term 1

The Learning
Connects number names, numerals and quantities to 20 .

Subitise small collections of objects.

Counts back from 20 from any starting point.

The Success
I can connect numbers with objects and pictures up to 20 .
I can subitise numbers up to 10 .
I can identify the parts of a whole number.
I can count back from 20.
I can count back from 20, from any starting point.

## Recently Achieved

Compares and orders a collection of items up to 20 using compartive language. 'more', 'less' and 'same as'.

Counts to 10.

Counts back from 10

Recognises numerals in the classroom environment.

Matches items one to one.

Subitises up to five.

Counts up to 20 from any starting point.

Names the position of items in a sequence from first to tenth place.

## Number and Algebra Continuum

Previous Learning - Level -1

Counts to 10.
Counts back from 10
Recognises numerals in the classroom environment

## Future Learning - Level 1

Matches items one to one
Subitises up to five.
Compares and orders a collection of items up to 10 using the words 'more', 'less' and 'same as'.
Models practical situations involving 'adding to' or 'taking away' with collections of up to five items.
Represents practical situations to model sharing up to ten items.
Continues simple repeating patterns of two elements or more
Recognises that money is used to pay for items

Current Learning - Level 0

Connects number names, numerals and quantities to 20.
Subitise small collections of objects
Represent practical situations to model addition problems to $\mathbf{2 0}$
Represents, continues and creates simple patterns.
Counts back from 20 from any starting point.
Represent practical situations to model subtraction problems to 20.
Represents practical situations to model sharing up to 20 items.

Counts up to 100 and locates these numbers on a number line
Skip counts by $2 \mathrm{~s}, 5 \mathrm{~s}$ and 10 s , starting at 0.

Partitions numbers to $\mathbf{1 0 0}$ using place value.
Carries out addition and subtraction, using a range of strategies.
Recognises, describes and orders Australian coins according to their value. Identifies representations of one half

Continues simple patterns involving numbers and objects.

Solves addition problems involving two digit and one digit numbers.
Solves subtraction problems involving two digit and one digit numbers.

Counts back from 100.

## ICT <br> Expectations and use

- 1 to 1 program.
- School website JB-Hi Fi with recommended specifications.
- Windows 10.
- Bring everyday ready to go.
- More info on NPS website (Parents> Newlands Technology Program).
- Headphones.



## Developmental Management

- School values support all aspect of life at Newlands.
- Process around incidents.
- Lanyards


Behaviour Expectations Flowchart


## Bilingual

- $50 \%$ of the learning occurs in Spanish.
- Teachers interact in Spanish with students.
- Our focus is on communication (understand and produce) through reading, writing, speaking and listening.
- CLIL.

- Cultural week.
- All lessons lead by Spanish teachers.
- Students will present their final product during assembly.
- Values and Keystones on display during their project.


## Seesaw



- Portfolio
- Evidence of learning
- Homework


## Seesaw

IIm a Teacher


I'm a Seesaw for Schools Administrator

## Communication

- Sentral and Newsletter
- Calendar:
- Ride to school day. $25^{\text {th }}$ March
- Bike Ed. Bring bikes $17^{\text {th }}$ and $24^{\text {th }}$ of March.
- Interschool sport.
- Camp 28 ${ }^{\text {th }}$ March.



## Specialist

>Performing arts
-Visual arts
>Physical education
-Music
-STEAM

## Jess Literacy Information session.

4:05pm Portables top oval

- QR Code for questions.


