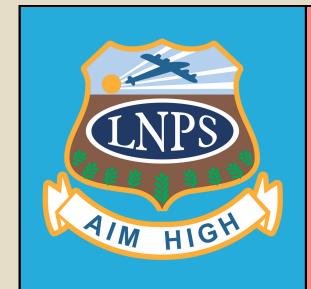


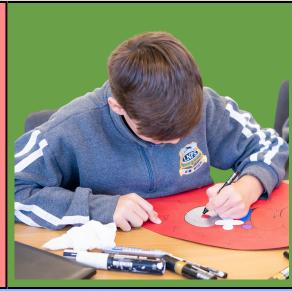
**EMPOWERED LEARNERS AT LNPS** 

# COMMUNITY NIGHT WHICH WEDNESDAY 20TH SEPTEMBER

5pm - 6:30pm















## EMPOWERED LEARNERS AT LNPS















predictions about the past and will happen. and made written

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**WE ARE** 

#### INDEPENDENT,

**USING INITIATIVE TO SELF MANAGE** 

M3/M4: Role Plays - health/feelings **COLLABORATING AND SELF-MANAGING EMOTIONS THROUGH ROLE PLAY! COME AND** SEE OUR ROLE PLAYS SHOWING CARE AND **CONCERN!** 

#### **TORRENS**

Come and learn how to code a Ozobot in Torrens. We have created story maps using the Ozobots and now you can too. Not sure what an Ozobot even is? Come and find out from the experts in Torrens. Come and create an obstacle course and navigate a Sphero around it.

**WE ARE** 

#### COLLABORATIVE,

**WORKING TOWARDS A COMMON GOAL** 

Gym: PE teamwork games - Students have been demonstrating collaboration through PE games. Come and try Hula Hoop Hut Building, Pass the Chicken, Partner and Static poses and The Chain Train.

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WE ARE

**WONDERING AND INQUIRING** 

**SCIENCE!! Junior Primary in M6** 

Biological- using a magnifying glass, students make observational drawings of seedlings. COMES AND DO A living things jigsaw puzzles

Physical- combining natural materials and gravity in an accuracy game

Year 3/4 Torrens Science - Biological Science - As part of our investigations on the characteristics of living things we are looking at - Which seed will grow the fastest? Where? - in The Aula.

Come and look at our Scientific drawings, or our data & graphs. Use magnifying glasses to look closely at our seedlings and check out how much they have grown.

Fisher: Design and Tech showcase - Location: in Fisher 14/15

In Fisher, our Year 5/6 classes have been learning about ancient civilisations and their inventions in Design and Technologies. They needed to research and recreate an invention of their choice, as well as produce a sales pitch outlining the usefulness of their creation. Come to Fisher 14/15 to look at our amazing inventions and listen to some sales pitches!

Year 4/5 (communication through the years) - secret code using semaphore flags and presenting their new communication (iphones) inventions.

GERMAN - Location: - Media Room in Mellor

Students will be programming Blue Bots to show their understanding of German vocabulary.

- 1. Zahlen und Farben We know colours and numbers. I can move the Blue Bot to unlock the safe.
- 2. Was ist dein Name? We know das Alphabet. I can spell my name using the German names for letters.
- 3. Was frisst die kleine Raupe? We read the story Die kleine Raupe Nimmersatt. (The Very Hungry Caterpillar)
- 4. I can recall vocabulary to show what the caterpillar eats.

Mellor M5: Maths games - Students are collaborating to play games practicing the maths strategies they have learnt.

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Students teach and collaborate with their families game