

Update: 23rd February 2021

Good morning all...the end is in sight! We look forward to welcoming all children back into school on **Monday 8th March**.

Arrangements for entering and leaving school will return to how they were before Christmas to allow for social distancing. Please remember:

- Only 1 parent to accompany in and pick up child/children
- Observe 2 metre social distancing at all times
- Face coverings to be worn outside of school
- Please enter school at designated times

Entering school

KS1 (Rec, Y1 & Y2 with no brothers/sisters): 8.40 – 9am

Family Groups: 9.05 – 9.15am

KS2 (Y3,4,5,6 with no brothers/sisters): 9.15 – 9.25am

Exiting School

Year Group	Time	Place
Reception	2.40	Main Office
Y1	2.55	Main Office
Y2	3.00	Opposite Church
Y3	3.05	Opposite Church
Y4	3.10	Opposite Church
Y5	3.12	Opposite Church
Y6	3.15	Opposite Church

I'm sure that the children will be excited to return to school – and most of you will be relieved too 😊. They all returned in September with very few problems and I am sure that it will be the same this time. Some of the children will surprise us and be ahead, some will be exactly as expected and a few will need additional support. That is absolutely fine and we are very used to dealing with that so please don't worry. The vast majority of children have been coping really well with their remote learning but a few will have found it really challenging...that's not surprising, there really is no substitute for being in school with your teacher and friends!

Dates:

On Friday 26th March there is lots happening:

- World Book Day/Party for Spring Term Birthdays – please come **dressed in either a book character costume or party clothes** (we thought we'd save World Book Day until all children are back in school) – we will be having the party on the afternoon
- Easter Egg decoration competition – please all **bring a boiled egg and any special resources** to decorate you egg

Easter Holidays: Fri 26th – Mon 12th April

SCHOOL CLOSSES FOR SUMMER ON **FRIDAY 16th JULY**