



Schools for Every Child

LOOK WHAT OUR CHILDREN HAVE DONE FOR OUR COMMUNITY

Last year the Trust introduced a new pro social rewards system where children are rewarded for showing the Trust values by doing something for others. The children worked together to choose rewards that meant something to them and this has included bake sales, grandparents afternoon tea, writing letters to keyworkers, reading to little ones, adopting animals, packing food parcels for the homeless and even hosting fete style games to raise money for charity. I think you would agree from the smiles in these pictures that these memories have been unforgettable and given children the opportunity to realise that giving to others not only makes others feel good, it also makes you feel a sense of pride and happiness.



WE CAN NOT WAIT TO SEE WHAT CREATIVE WAYS THE CHILDREN GIVE BACK TO THE COMMUNITY THIS YEAR

Preparing learners for the world that awaits

PUPIL SENATE



Meeting minutes from Thursday 19th September

12:05pm: Hello and Welcome

12:10pm: British Values Game - Explored the definitions of a range of words like democracy, equality, society and rights

12:15pm: Children split into groups to plan and create a video explaining our values to new starters at the Trust.

12:35pm: Discussed having a budget and how we could use that budget to promote our values across the three schools. Children's suggestions were:

“New sports equipment”

“comfier chairs in classrooms”

“Vision and Values Day” -3 central staff to visit each school and do a talk

-choose activities for the day like the rewards system

-token disco/silent disco

-non uniform of logo colours and make the logo on playground

12:55pm: Thoughts to take away:

1. Pupil Senate children to be vocal in celebrating the values and pro social system. Actively asking teachers how many tokens they gave out and what their rewards are.
2. Design a poster to put with the token boxes celebrating our values
3. Think about ways we can promote the values further using our budget.

