

School Day: 8.40am - 3.10pm
Gate opens at 8.30am and closes at 8.40am

SEPTEMBER

4th - PDDAY (School Closed)
11th - 22nd - Class 3 Swimming
20th - KS2 Welcome Assembly 8.50am
21st - KSI Welcome Assembly 8.50am

OCTOBER

2nd - PDDAY (School Closed)
4th - Harvest Festival 9.15am
13th - School Photographs (Individual)
19th - Coffee Morning 8.50am
25th - Halloween Disco
26th - EY Learning Together Workshop

NOVEMBER

14th/15th - Parent Consultations
23rd - Pre Loved Uniform Sale
30th - Y5/6 Learning Together Workshop

DECEMBER

8th - Y3/4 Learning Together Workshop
12th - EY Nativity 9.00am
13th/14th - Class 2/3 Performance 2pm/9.15am
15th - Y1/2 Learning Together Workshop
19th - Christmas Dinner
20th - Christmas Party
20th - Film Night
21st - Festive Fun Day
22nd - Carols on The Green 2pm

JANUARY

11th - Y6 SATS Meeting
17th - Coffee Morning 8.50am
25th - Pre Loved Uniform Sale

FEBRUARY

5th - Careers Week
7th - Y1/2 Learning Together Workshop
16th - PDDAY (School Closed)

MARCH

8th - Classes 1/2 Mothers Day Assembly
1st - Y5/6 Learning Together Workshop
15th - Y3/4 Learning Together Workshop
22nd - PDDAY (School Closed)
27th - Easter Service 9.15am
27th - Film Night
25th - Preloved Uniform Sale

APRIL

24th - Coffee Morning 8.50am
25th - EY Learning Together Workshop

MAY

13th - 16th Y6 SATS
17th - Y1/2 Learning Together Workshop
23rd - Pre Loved Uniform Sale

JUNE

3rd - PDDAY (School Closed)
6th - EY Learning Together Workshop
7th - School Photographs (Class)
20th - Y1 - Y6 Sports Day
21st - EY Sports Day
26th - Y5/6 Learning Together Workshop

JULY

3rd - Y3/4 Learning Together Workshop
11th - Summer Fayre
12th - Reports to Parents
15th - New Starters Meeting
17th - Y5/6 Performance
17th - Film Night
19th - Nursery Graduation
22nd - Leavers Assembly

TERM DATES

Aut 4th Sept - 27th Oct
6th Nov - 22nd Dec

Spr 8th Jan - 16th Feb
26th Feb - 28th Mar

Sum 15th Apr - 24th May
3rd Jun - 23rd Jul

Additional event information will be shared closer to the time.

We aim to stick to the dates given however, some change may be necessary.