PRIMARY SCHOOL

CURRO
Vanderbijlpark

Foundation phase (Grade R to Grade 3)

Grade R

In Grade R we focus on an integrated play-based curriculum with specialised educational programmes:

- The phonological awareness programme which is explicitly taught in small groups and includes interactive games
- The Bazoo integrated literacy programme
- The NumberSense programme which is a learner-centred approach where problem-solving is the starting point
- Introduction to Robotics through Duplo Lego

Grade R is the bridge from the concrete world to the world of symbols and numbers in Grade 1.

Grade 1 to Grade 3

In these grades the focus is on perceptual development, exposure to relevant content, skills and knowledge which are required for further learning. We offer a vibrant, invitational atmosphere where the learners enjoy coming to school and where they acquire a love for learning that will sustain them throughout their school years. We acknowledge the potential in each learner to reach optimum ability; therefore, there is less emphasis on competitiveness and more emphasis on individual achievement. We create opportunities for personal growth in independence and responsibility so that learners can take up the challenge of being personally responsible and accountable for their actions in the intermediate phase.

QUICK FACTS

Language: English
Foundation phase: Grade R to Grade 3
Intermediate phase (Grades 4 to 6) and Grade 7
Class size: Maximum of 25 learners per class
School times Monday to Friday:
Grade R: 07:30 – 12:15
Grade 1 to 3: 07:30 – 13:00
Grade 4 to 7: 07:30 – 14:00

Subjects

The three main learning areas are:

Language – English home language and Afrikaans first additional language.

Mathematics – A learner-centred approach where problem-solving is the starting point:

- Sense-making, problem-solving activities
- Meaningful mathematical knowledge
- Efficient use of a variety of strategies
- Application of mathematical knowledge with confidence and understanding
- Introduction to project-based learning

Life Skills – Includes beginning knowledge, personal and social well-being, creative arts and physical education.

Also: Perceptual development forms an integral part of all learning in the foundation phase, and includes gross motor skills (including a Kinderkinetics programme), sensory motor integration, perceptual motor skills and language development (including basic communication in Sesotho). Robotics and Science form part of the curriculum.

Sports activities

Integrated sport as part of the school day/curriculum to improve growth holistically.

Cultural activities

Music, robotics, dance, choir, debating, pottery, arts and crafts, environmental club, charity and outreach club, public speaking, general knowledge club and computer club

#Learners2Leaders

Intermediate phase (Grades 4 to 6) and Grade 7

In the intermediate phase, the emphasis is still on establishing basic foundations, but learners are led into more abstract thought and independent work. Application of skills and concepts is also a focus area in this phase. This phase aims to prepare learners for the senior phase in the high school. We promote creativity and critical thinking by encouraging children to make their own choices within well-established boundaries.

We aim to embrace 21st-century learning by incorporating the use of tablets in our classrooms by 2020. We currently raise children who are 'digital natives'. By embracing innovative technology into our schools, we are speaking the language our learners understand.

Curriculum

English home language, Afrikaans or Sesotho first additional language, Mathematics, Life Orientation, Natural Sciences (Biology and Physical Sciences), Technology, Social Sciences (Geography and History, Economic and Management Sciences, Arts and Culture, Information Technology, and Music

Sports activities – intermediate phase

Cricket, rugby, hockey, tennis, soccer and netball

Cultural activities – intermediate phase

Music, robotics, dance, choir, debating, pottery, arts and crafts, and computer club

Extramural activities – intermediate phase

Private coaches/tutors

Swimming, golf, Catrobatkidz, art, music, SoccerStarz, Dance Mouse and judo

HOW TO ENROL

STEP 1:

Apply to enrol with one of the following options:

1. Enrol online at www.curro.co.za.
2. Download and complete the application-for-admission form available on the website or from the school.
3. If necessary, contact the school for the required documents.

STEP 2:

Submit your completed application form along with all supporting documents (indicated on the application form) to the school.
Note: Supporting documents for online enrolments are to be uploaded.

STEP 3:

Application forms will be assessed.

STEP 4:

If successful, parents will receive via email, a welcome letter and invoice for a once-off non-refundable enrolment fee.

STEP 5:

Once the enrolment fee is paid, the child's place is confirmed (please retain proof of payment for record purposes).

STEP 6:

Please refer to **www.curro.co.za** regularly to stay up to date with all the relevant news and arrangements.

PLEASE NOTE:

A learner must benefit from Curro's mainstream curriculum and it is therefore necessary to assess each application for admission. Applicants are assessed according to the normal entry requirements and, if necessary, extra assessments may be requested.

We look forward to welcoming you to the Curro family.

Contact details:

(011) 014 1954 or 060 582 4738

info.vanderbijlpark@curro.co.za

www.curro.co.za

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