Foundation Phase | Grade R to Grade 3 | English and Afrikaans

Overview



Class sizes:

Maximum 25 learners



School times:

Grade R: 07:45 – 12:30 Grades 1 and 2: 07:45 – 13:00 (Fridays until 12:30) Grade 3: 07:45 – 13:45 (Fridays until 12:30)



Aftercare:

Until 18:00 (meals per arrangement)



Transport:

Within Kuilsrivier and Brackenfell (mornings only – see website for more info)





Subjects

- Language:
 English or Afrikaans Home Language
 English or Afrikaans First Additional
 Language
- Mathematics
- Life Skills

Robotics, Coding and IT also form part of our programme.

Activities

Culture

Curro Create (some fees may apply)
Choir | Drama (Grade 3) | Eisteddfod (some fees may apply)

Sport

Rugby | Soccer | Netball | Hockey | Tennis Cricket | Athletics | Cross-country | Chess

Extramural (at an additional cost)

Tennis for All | Rugga Kids | Clay Play | Dance Sports Hub | Gymnastics Karate | Music | Robotics club (from Grade 2) Art club (Grade 3) | Reading Buddies | Rinico Computers | Modelling

Value-added programmes

Music enrichment and phonological awareness programme

Facilities

- Robotics and computer labs
- Virtual reality classroom
- · Tiny Town: Grade R
- Real Life 4 Kids classroom
- Literacy room



Scan here for more information

HOW TO ENROL

Option 1: Submit an application form with all supporting documents.

Option 2: Apply online. Follow the prompts on www.curro.co.za.

Option 3: Contact us and we will guide you through the process.





Welcome to Curro Brackenfell

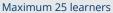
Primary School

Intermediate Phase | Grade 4 to Grade 6 | English and Afrikaans

Overview



Class sizes:





School times:

07:45 – 14:30 (Fridays until 13:00)



Aftercare:

Until 18:00 (meals per arrangement)





Subjects

- English or Afrikaans Home Language
- English or Afrikaans First Additional Language
- Mathematics
- Life Skills
- Natural Sciences (Life Sciences and Physical Sciences)
- Social Sciences (Geography and History)
- Arts and Culture
- · Robotics and Coding
- Information Technology/Digital Technology

Learners may use tablets or laptops in class from Grade 5 onwards.

Facilities

- Robotics and computer labs
- · Virtual reality classroom
- Music classrooms
- Real Life 4 Kids classroom
- Cycle lab

Activities

Culture

Curro Create (some fees may apply) | Choir Public speaking | Drama | Eisteddfods (some fees may apply)

Sport

Soccer | Netball | Hockey | Tennis | Cricket Athletics | Rugby | Cross-country | Esports Chess

Extramural (at an additional cost)

Minecraft league | Gymnastics | Dance (hip-hop, modern, ballet) | Karate | Music lessons | Art club | Robotics club

Value-added programmes

- The Real Life 4 Kids programme, which prepares children for the world outside of school.
- Anti-bullying programmes
- Entrepreneurship and study methods
- Virtual reality is used to enhance the curriculum.



Scan here for more information

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