Foundation Phase | Grade R to Grade 3 | English

Overview



Class sizes:Maximum 25 learners



School times: 07:30 – 13:30



Aftercare: Until 18:00



Transport:Montecasino, Sandown (more on website)



Facilities

- Aquatics centre
- Robotics lab
- Therapy room
- · Cafeteria and tuck shop
- ThinkLab



Subjects

- Language:

 English Home Language

 Afrikaans or isiZulu First Additional

 Language

 Phonics awareness programme
- Mathematics
- Life Skills

Art, Drama, music, library, Physical Education, integrated sports, Coding and Robotics form part of our programme.

Activities

Culture

Choir | School concert Art exhibition | Writing competition Hooked on Books

Sport

Ball skills | Chess | Swimming From Grade 3: Tennis | Soccer | Netball Athletics

Clubs and societies

Computers | Art | Reading From Grade 3: Djembe | Enviro | Debating

Extramural (at an additional cost)

Experi-Buddies | Dance Mouse | Judo Ballet World | Swimming | Karate Kidz Europa football | Tennis | Buzz Drama Tumbling Tigerz | Music Box

Value-added programmes

- Integrated sports in the school day
- · Extra lessons
- Excursions
- · Community-building events
- Parent-in-school days



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.







Intermediate Phase | Grade 4 to Grade 7 | English

Overview



Class sizes:Maximum 25 learners



School times: 07:30 – 14:00



Aftercare: Until 16:00 or 18:00



Transport:Montecasino, Sandown (more on website)



Facilities

- Aquatics centre
- · Robotics lab
- · Therapy room
- · Cafeteria and tuck shop
- ThinkLab



Subjects

- · English Home Language
- Afrikaans or isiZulu First Additional Language
- Mathematics
- Life Skills
- Robotics and Coding
- · Natural Sciences and Technology
- Social Sciences

Subjects unique to Grade 7

- Life Orientation
- Creative Arts

Learners use their own laptops or tablets (Microsoft or Android devices) in class from Grade 4 onwards.

Activities

Culture

Choir | Arts and crafts | Public speaking Marimba bands | School productions Talent competitions

Sport

Hockey | Swimming | Tennis Soccer | Netball | Athletics | Chess Table tennis | Rugby sevens

Clubs and societies

Environmental | Science and Robotics Social action | Esports | Chess

Extramural (at an additional cost)

Music (variety of instruments) | Ballet World Dance Madness | Judo | Private swimming

Value-added programmes

- STEAMD approach in all relevant subjects
- Leadership development programme
- Support lessons
- Study skills workshops
- · Community-building events
- Parent-in-school days



Scan here for more information

HOW TO ENROL

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





