



School Council Meeting – 30th November 2022

Agenda & Minutes

Present: All members of school council present today

<u>Agenda Item</u>	<u>Suggestions & Minutes</u>	<u>Actions</u>
OPAL Play How will we teach all of the children in school to use the different play zones properly? How should we choose the play zone leaders? How will this work every day? What would help the children all across school?	<ul style="list-style-type: none">• Assembly to explain how to play properly in the different areas.• Play zone leaders could teach the children how to play in the different areas.• Every year group should have some play zone leaders.• They should wear special yellow vests.	<ul style="list-style-type: none">• Sort play zone leaders in every year group• Buy some smaller yellow vests
House Point Rewards What would the children like as rewards to choose from for the winning house at the end of each half term?	<ul style="list-style-type: none">• Film with popcorn or crisps• Non uniform day for winning house• An hour of computer / tablet time• A week on the play equipment• An hour to play with toys from home in the hall• Disco in the hall	<ul style="list-style-type: none">• Share these options with the winning house at the end of Autumn 2
Lunch Hall How can we make the lunch hall a more quiet, calm and settled space for all of the children to eat their lunch in?	<ul style="list-style-type: none">• Play some calm music• Play some pop music• Lunch time helpers• Scale on the wall to help the children see what noise level they are at.	<ul style="list-style-type: none">• Start playing Christmas music and calm music in the lunch hall from WB 05.12.22
School Environment How can we all work together to make our school environment more neat and tidy?	<ul style="list-style-type: none">• Tidying monitors around school who tidy communal areas and classrooms, particularly coats from the floor	<ul style="list-style-type: none">• Arrange tidying monitors from each class (2 in each class) to tidy at the end of each morning and afternoon (on rota)