



FORM TEACHERS' BRIEFING

17 JANUARY 2020



AGENDA

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- Introduction
- Communication
- School Rules
- Expectations & Class Routines
- Subject Matters and Level Highlights





LEARNING FOR LIFE

**EVERY PGPS STUDENT,
A FUTURE-READY LEADER**





SCHOOL VALUES

- **Respect**
- **Responsibility**
- **Resilience**
- **Integrity**
- **Care**
- **Harmony**



THE FISH! PHILOSOPHY

MAKENA

- Represents the principle 'Make their Day'
- Means happiness
- By making someone's day, we make someone happy and we will be happy too



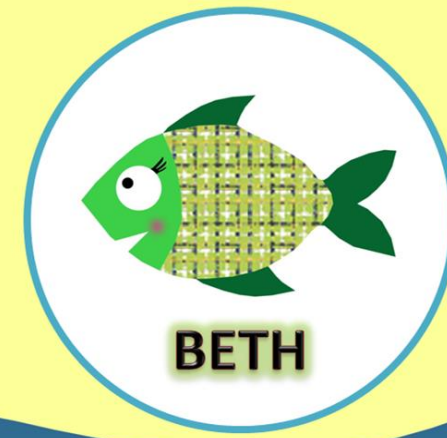
MAKENA



FISH! PHILOSOPHY @ PGPS

BETH

- Represents the principle 'Be There'
- Means be fully present
- We need to be focused on what we do



BETH



FISH! PHILOSOPHY @ PGPS

ATTIE

- Represents the principle 'Choose Your Attitude'
- Means to be wise
- We need to choose the right attitude and be the BEST that we can be



ATTIE



FISH! PHILOSOPHY @ PGPS

PLAYTO

- Represents the principle 'Play'
- Reminds us to be happy
- We need to enjoy what we are learning and doing



PLAYTO



FISH! PHILOSOPHY @ PGPS

FISH! Philosophy @ PGPS



SCHOOL RULES

- Pre-Flag Raising Activities: 7.20 a.m. onwards
- Late Coming: Any time after 7.30 a.m. is considered as late.
If your child is late for more than 5 times in a year,
he/she will not be eligible for any awards.

- Absenteeism:

- All absenteeism must be accompanied by a Medical Certificate (MC)/letter.
- If your child misses school due to reasons other than medical issues, please write a letter to inform the school in advance (at least 3 days), stating clearly the reason for absenteeism.
- During school hours, no student is allowed to leave the classroom or school premises without permission from the teacher, vice-principal or principal. Students must be accompanied by their parents or guardians if they need to leave the school premises before dismissal time.





SCHOOL RULES

School Uniform/Appearance

FRONT



BACK



FRONT



BACK



FRONT



BACK














SCHOOL RULES

- No electronic devices, mobile phones or toys should be brought to school by students without permission from teacher, vice-principal and principal. Use of mobile phones are not allowed at all times within the school premises. If caught, the phone will be confiscated for week. For repeat offenders, parents will have to collect the phone from the teacher after a week.
- All students are not allowed to have in their possession any weapon. They are also not allowed to bring any weapon-like item which is used or intended to be used to cause harm to others.





COMMUNICATION

Communication Channels	School to parents	Parents to school
Email		
Letters to parents via Parents Gateway		
Phone calls 65383011		
Student Organiser (Please fill in the Personal Particulars, Pg 1)		
School Website http://www.punggolgreenpri.moe.edu.sg		
Termly newsletters		



Getting Started with Parents Gateway

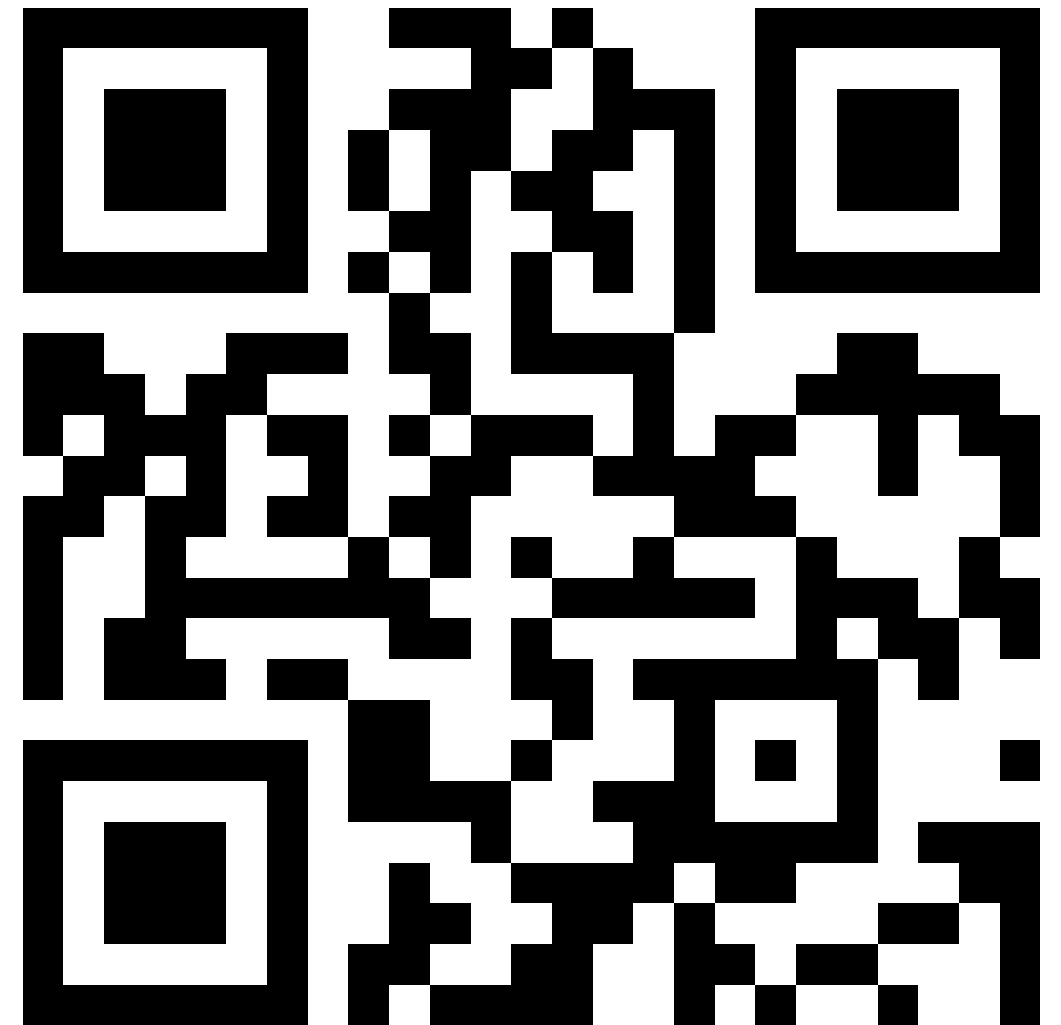
Onboarding Guide for Parents





COMMUNICATION

- Parents will require a Singpass Account for logging in.
- Do allow for Notification via the phone settings.
- Scan the QR Code to download the App into your mobile devices.





COMMUNICATION (PTCC)

- AsknLearn Parent's Portal
- Login ID: First 5 characters of your child's name + last 4 digit + alphabet of your child's T number
- Example – Oh Chui Chin T1 234567A will be OHCHU4567A
- By default, the password is 'parents'.





SCHOOL HOURS

Day	Monday	Tuesday	Wednesday	Thursday	Friday
Reporting time	7.30 a.m. All students are encouraged to report by 7.20 a.m.				
P1 & 3 Recess	9.40 a.m. – 10.10 a.m.				
P1 & 3 Lunch	12.10 p.m. – 12.40 p.m.				-
Dismissal	2.10 p.m.				1.10 p.m.

Note

- Should you are unable to pick your child/ward up on time, do inform me





CCE

- Our Aspirations
- Values-in-Action



VIA: DAILY CLEANING



LEADERSHIP

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Leading Self:

Leader who does the right thing for the right reasons.

A self directed learner with good values

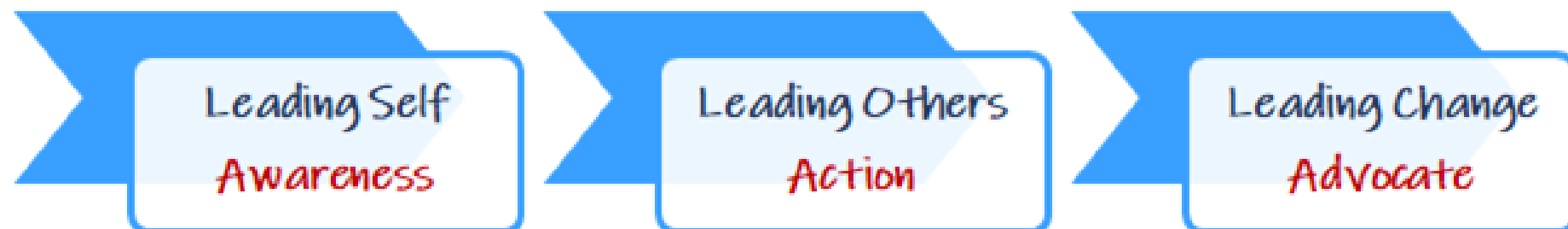
Leading Others:

Leader who influences others to do the right things for the right reasons.

A confident person who leads by action, not by position

Leading Change:

A concerned citizen and an active contributor with social awareness to advocate change.





LEADERSHIP

Mass Leadership Training for everyone from P1 - P6

Primary 1 & 2 - Leading self

SEL competencies and values to know and manage self, understand others, manage relationships and make responsible decisions.
FTGP lessons and class committee training

Primary 3 & 4 - Leading Others

Creative and inventive thinking through design thinking and collaboration skills for all through CCP

Primary 5 & P6 - Leading Change

Communication and Presentation skills to inspire and advocate change. Civic Literacy, Global Awareness & Cross-cultural Skills through NESS & other programmes



LEADERSHIP

Key Programme: Student Suggestion Scheme

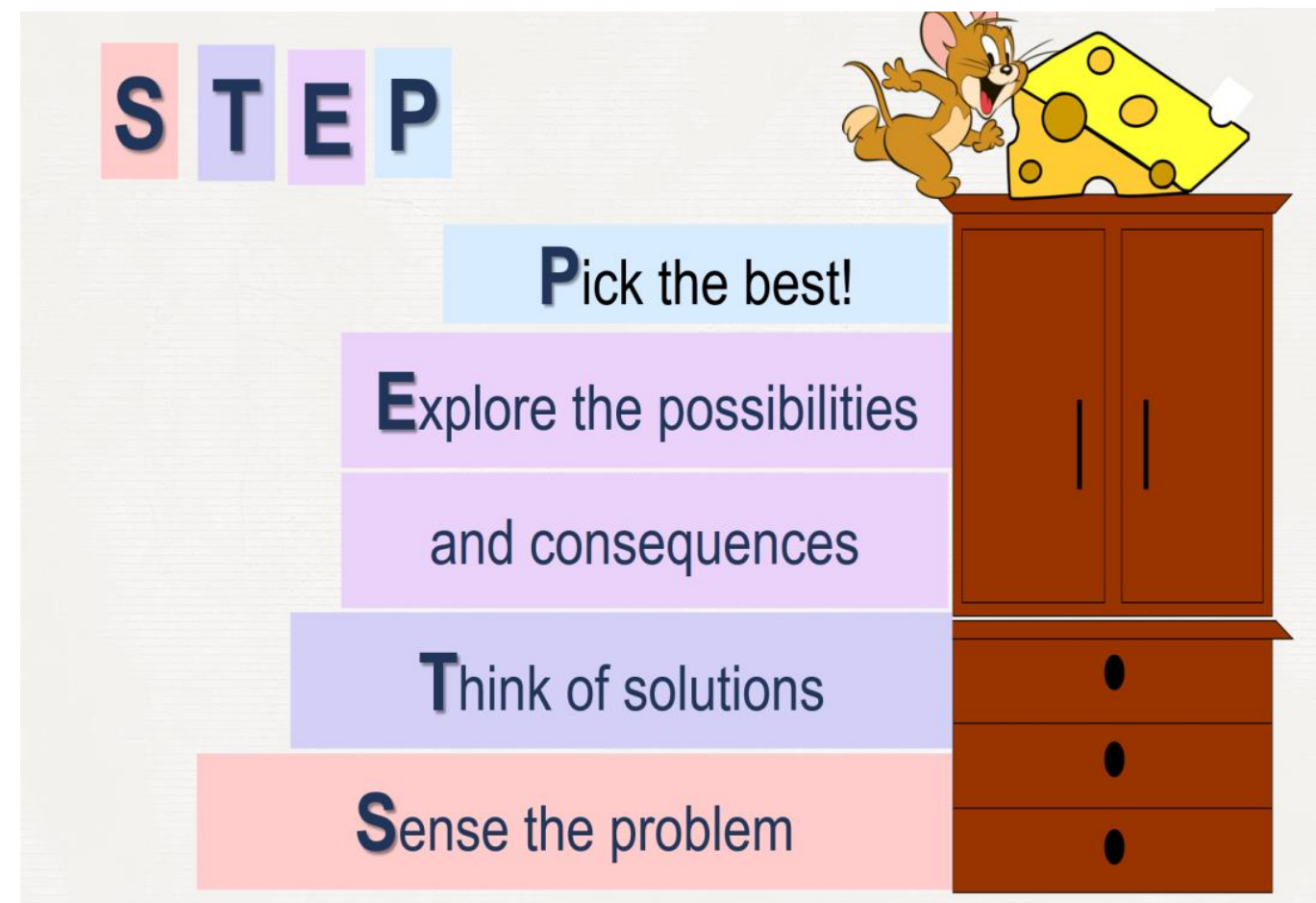
Discussion:

Class

Group

Pair

Individual





IGNITING THE JOY OF LEARNING

ENGLISH LANGUAGE - KEY P1 PROGRAMMES



Books Alive!



Poetic Playtime

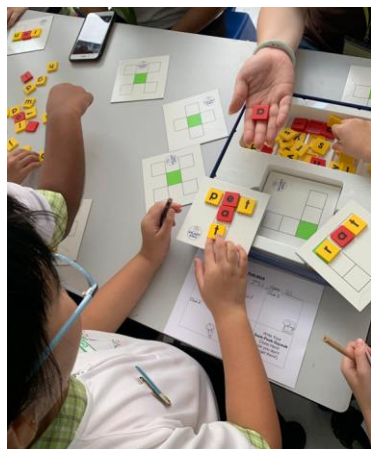


King James' Birthday Party

(integration with Math)



EL Stage & Storytelling Tuesdays



EL Fest

- + Learning Journey
- + Library Programme
- + Joy of Writing publication





IGNITING THE JOY OF LEARNING ENGLISH LANGUAGE LESSONS

**Shared Book Approach
for Reading**



- + **Oracy Activities
for Speaking &
Listening**
- + **ICT integrated
activities**



**Starts with a
Shared Experience**

**Authentic Experiences build
confident writers**



**Learning Journeys are rich
springboards for writing**

- + **Writer's
Notebook**

**Joy of Writing
through Modified
Language Experience
Approach for Writing,
supported by
Process Genre
Rubrics**





IGNITING THE JOY OF LEARNING MATHEMATICS



Building interest through use of manipulatives and meaningful, authentic settings



Building strong fundamental skills through CPA (concrete-pictorial- abstract approach)

Question No.	Learning Outcomes	😊	😞
	Addition without regrouping		
1a & 1b	Add a 2-digit number and a 2-digit number without regrouping		
1c & 1d	Add a 2-digit number and a 1-digit number without regrouping		
	Addition with regrouping		
2a & 2b	Add a 2-digit number and a 2-digit number with regrouping		
2c & 2d	Add a 2-digit number and a 1-digit number with regrouping		
3	Adding three 1-digit numbers*		
	Subtraction without regrouping		
4a & 4b	Subtract a 2-digit number from a 2- digit number without regrouping		
4c & 4d	Subtract a 1-digit number from a 2-digit number without regrouping		
	Subtraction with regrouping		
5a & 5b	Subtract a 2-digit number from a 2- digit number with regrouping		
5c & 5d	Subtract a 1-digit number from a 2-digit number with regrouping		
	Solve 1-step word problems		
6 to 10	Solve 1-step word problems involving addition and subtraction		



- able to achieve learning outcomes independently

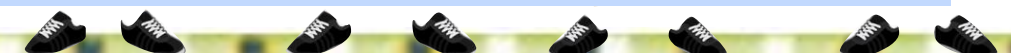


- requires further practice to achieve the learning outcomes

Suggested ways to help your child:

- Encourage child to tell stories to illustrate the concept of addition/ subtraction in daily activities.
- Reinforce key terms related to addition to the child (i.e. plus, equals to, addition equation, altogether)
- Reinforce key terms related to subtraction to the child (i.e. minus, subtraction equation, left, take away)

Close monitoring of child's progress through teachers' daily observations, assignments, classroom activities, hands-on performance tasks and topical reviews





MATHEMATICS KEY PROGRAMMES

- Integrated Mathematics trails (P1 to P4)
- Weekly Mathematics recess activities
- Mathematics Games Galore





IGNITING THE JOY OF LEARNING MOTHER TONGUE KEY PROGRAMMES

MTL Books Alive



MTL Fortnight



MTL Reading



Cultural Exposure Programme





IGNITING THE JOY OF LEARNING MOTHER TONGUE ENGAGING LESSONS

**AUTHENTIC LEARNING
ENVIRONMENT**

LEARNING THROUGH PLAY

ICT-ENABLED LEARNING





IGNITING THE JOY OF LEARNING PE, ART & MUSIC (PAM) LESSONS

LEARNING IN GROUPS

SAFE ENVIRONMENT FOR
LEARNING

LEARNING THROUGH PLAY





PAM KEY PROGRAMMES

- Lower Primary Games Carnival
- Programme for Active Learning
- Arts Fiesta
- PGPS Got Talent
- Music Appreciation Day





SOCIAL STUDIES

Highlights



Syllabus 2020: New series of big books
Performance task: Design your own neighbourhood

- Field-based learning in school (integration with Mathematics)
- Scenario-based MCQ Quiz

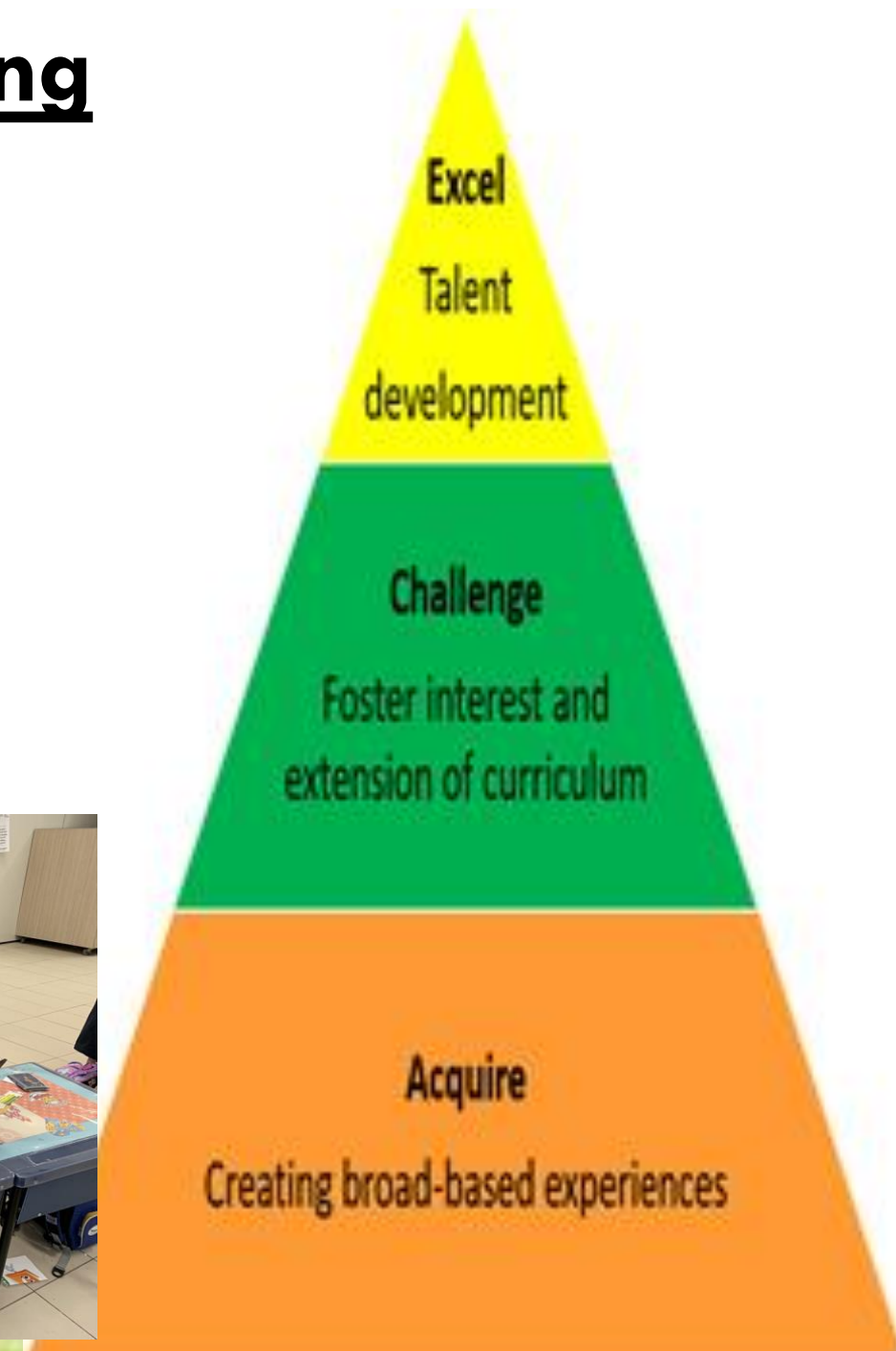




INFOCOMM TECHNOLOGY (ICT)

Key Programmes to ignite Joy of Learning

- **Primary 1 /Primary 2**
 - Baseline ICT Skills (Sem 1)
 - Basic Coding using Scratch Junior (Sem 2)
- **Primary 3s to Primary 6s**
 - IMDA Code-For-Fun program
- **Integration with Core-Curriculum Project work**
- **Cyberwellness integration with CME curriculum, grounded in values.**





Ignite the Joy of Learning



**Weekly ICT periods
infused into P1 and P2
curriculum for baseline
skills and coding**

**Harnessing ICT skills in Co-
Curricular Programme (CCP
for P4 in 2020)**

**Developing students 21st
Century Competencies in
collaborative
environment**





PORTFOLIO

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- To celebrate learning and success in progress/improvement
- Compilation of work that represents the progress and achievement of the child in terms of both academic and character development
 - Certificates
 - ViA reflection
 - LJ booklets
 - FISH! Inventory
 - Art artefacts
 - Key highlights of the year





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THANK YOU

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17 JANUARY 2020