

# **Opal newsletter 6**

New year new play ideas! We have developed the water play area to make it more exciting to explore together. Mud painting is a new activity, painting on cardboard and plastic sheeting.

Plenty of wellie storage now in each building for the children to store their wellies and change their shoes each playtime.

We have now introduced flexible lunching so the children choose when they come into the hall to eat. This has been brilliant and great to see the children dining when they want and who with.

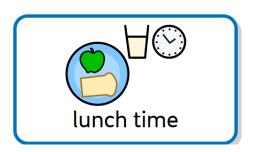
We need to continue to develop our play spaces so we need your help with the donations and any businesses that can support. If you know of any and can put us in contact then please do let us know.















# Wellies

<u>Please provide your child with a pair of wellies so they are able to join in all the fun!</u>

We have wellie racks for them to be stored on and the children can change their shoes for outdoor play.

Please donate any old wellies too!

Coming soon......

Sand is on it's way to fill the giant sandpit. We will be looking for some volunteers with wheel barrows or buckets to help us fill it.

Watch this space

## **Opal class award**

Each week a class receives the award for imaginative and creative play. Demonstrating sharing and positive play with others. The class is nominated by the Play team staff.

#### This month awards:

Class 5G

Class RS

Class 3W

Well done to these classes!

#### **Next Parent play session**

Save the date:

18th March 12-1pm

Please contact the school office to book a place. Parents/carers only.

## **Donations – We need your help**

We are looking for the following:

- Dressing up items
- Dolls
- Doll Buggy/strollers/prams
- Real life size buggies
- Play kitchens
- Small table & chairs (Home corner)
- Tarpaulin & ropes
- Plastic spades
- Paint brushes (any size)
- Pallets & barrels

Please let us know if you have any business contacts who can help our school!



Some inspirational photos to allow imagination to run wild!