

Education Resources Curriculum and Quality Improvement Service

Establishment Improvement Plan 2022-2023

Spittal Nursery Class



Strategic Priority 1: 1.5: Management of resources to promote equity: Management of resources and environment for learning

| Quality Statement | Key Actions | How? | *Lead Person | *Timescale |
|--|---|--|--------------|--------------------|
| | | | | |
| We make the best use of available resources to create, sustain and enhance a motivating environment for effective learning. Our accommodation provides a safe, secure and stimulating learning environment that is of a very high standard of cleanliness. We | Enhance outdoor area to include risky play, involving balancing, climbing and traveling on different surfaces | Revamp outdoor area. Develop the hill area to enhance the area. | Team Leader | Aug 22- June 23 |
| effectively implement relevant health and safety legislation and use risk benefit procedures to remove or minimise any potential hazards. All practitioners are vigilant | and levels. | Purchase additional resources through bids. | | |
| and take prompt action to ensure the safety and security of our children, visitors and each other. We effectively use the community and indoor and outdoor spaces to maximise high-quality learning. There are well-appointed | | Ensure children are involved in the risk assessment of the areas prior to play. | | |
| areas for children to engage in energetic activities inside and out, and for them to safely rest and sleep. We have identified areas for practitioners and parents/carers, and sufficient | | Integrate the shed into the outdoor area. | | |
| space for storage and display. We have effective systems in place to ensure our resources are well maintained, organised and accessible. Our resources are used effectively | | Further enhance block play outdoors and develop greater creativity opportunities through | | |
| and managed in a sustainable way that offers children choice and promotes independent learning. Where appropriate, we support children to be actively involved in assessing relevant risks they may encounter during their learning and play. We offer a wide range of | | loose part play outdoors | | |

| resources to support and challenge children | | |
|---|--|--|
| and to engage them in their learning across all | | |
| aspects of their development. We make | | |
| effective use of resources within our local | | |
| environment and beyond our setting. Displays | | |
| contribute to a stimulating environment that | | |
| supports effective learning and celebrates | | |
| achievement. Children's experiences are | | |
| enriched through planned and spontaneous | | |
| use of technologies. Information and | | |
| communications technology and digital | | |
| learning is used effectively to promote the | | |
| development of skills for life and learning | | |

Strategic Priority 2: 2.5: Family learning: Quality of family learning programmes

| Quality Statement | Key Actions | How? | *Lead Person | *Timescale |
|---|---|---|--------------|-------------------|
| Our family learning programmes contribute to a culture of learning within the family. They provide opportunities for parents/carers and children to learn together as well as parent/carer only learning. Families are fully engaged and participate whenever possible in designing and delivering programmes. Our programmes are stimulating, challenging, relevant and enjoyable. We consult with families to ensure we are meeting their needs in relation to literacy, numeracy, health and wellbeing and wider family learning outcomes. The design and delivery of our programmes support families through changes and when making choices. We actively promote lifelong learning for the family as a whole and for the individual learners within each family. Our families are consulted in a meaningful way at the end of any course or programme about their next steps. As a result of our family learning programmes, families have high aspirations as individuals and as a family. They have a sense of achievement and successes are | Enhance the lending library programme to include story sacks. Workshops to explain the story sacks and how books can be used to enhance literacy skills. | Purchase story sacks Run a workshop to explain how books can be a stimulus for deep literacy rich learning | Team Leader | Aug 22-June 23 |

| recorded and celebrated. | | |
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Strategic Priority 3: 3.3 Developing creativity and skills for life and learning: developing digital skills

| Quality Statement | Key Actions | How? | *Lead Person | *Timescale |
|----------------------------|-------------------------------------|---|--------------|-----------------|
| The setting has a clear | | | | |
| rationale for developing | | Purchase digital child friendly camera, | | |
| children's skills in using | | bee bots and 5 ipads for child use. | | |
| and exploring digital | | | | |
| technologies including | | Smartboard replaced | | |
| staying safe online. | | | | |
| Children's use of digital | | Encourage regular use of technology to | | |
| technologies enhances, | | enhance and build upon digital skills | | |
| deepens and personalises | | | | |
| play and learning across | | | | |
| the curriculum. They | | | | |
| recognise a range of | | | | |
| everyday technologies and | | | | Aug 22- June 23 |
| increasingly understand | | | | |
| how they work. Children | | | | |
| are developing skills very | | | | |
| well and are eager to try | | | | |
| out and problem solve | | | | |
| using new opportunities in | | | | |
| digital technologies. They | | | | |
| are becoming confident in | | | Team Leader | |
| making choices and | | | | |
| decisions about solving | Planned daily activities to include | | | |
| problems and use digital | use of digital technologies. | | | |
| technologies to enrich | and an angular tooonogroo. | | | |
| their play and learning in | | | | |
| the setting, at home and | | | | |
| in the community and | | | | |

| how they may use their | | |
|-----------------------------|--|--|
| skills in the future. We | | |
| make effective use of the | | |
| skills of children, | | |
| parents/carers and | | |
| partners in developing the | | |
| use of digital technologies | | |
| across the curriculum. | | |