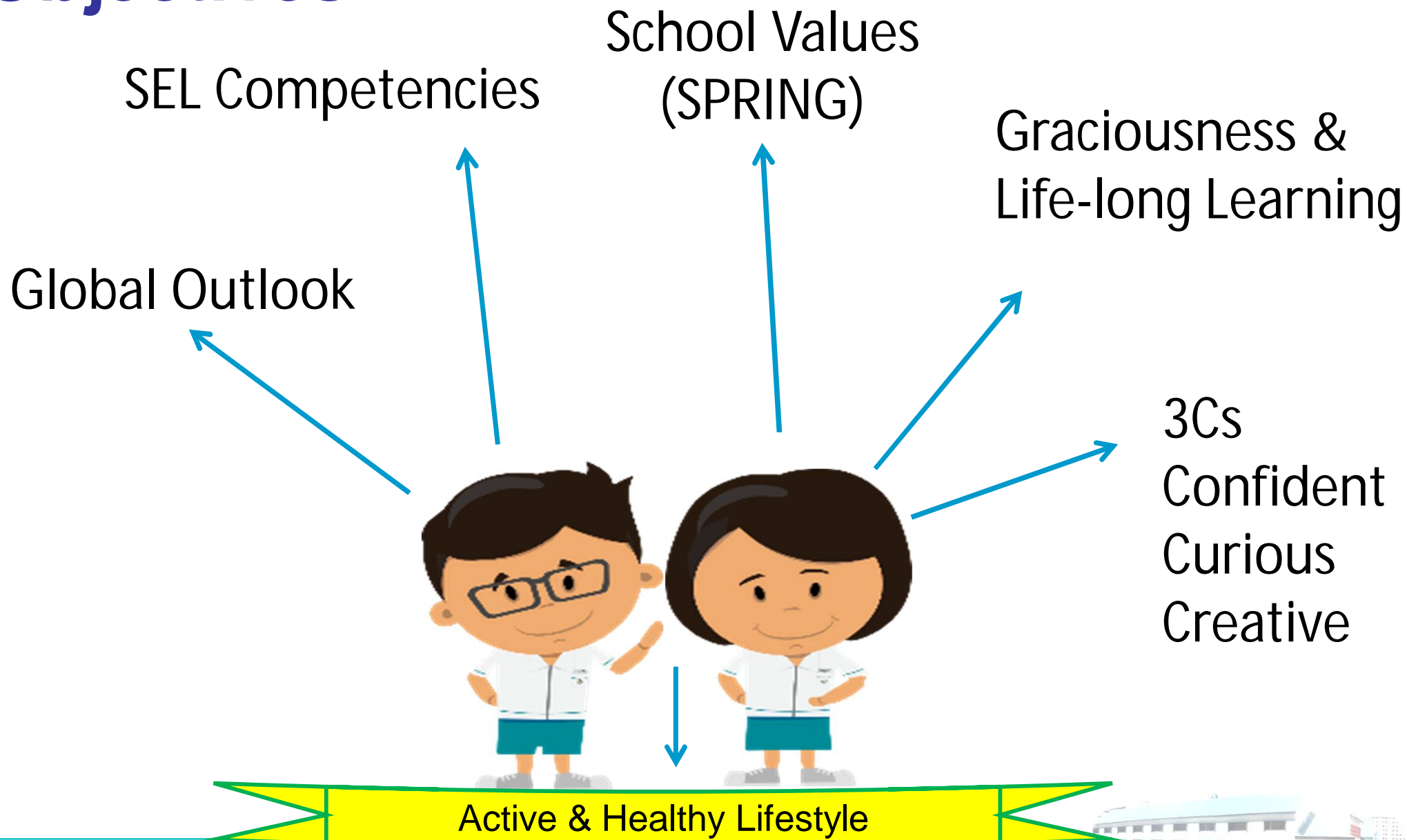


East Spring Primary School Briefing for Parents

2023



Objectives



Causes of an unhealthy lifestyle



4 Pillars of an Active & Healthy Lifestyle

Physical Activity	Nutrition
Hygiene	Sleeping Time

Consistency in **school** and at **home**



Programme to inculcate an Active & Healthy Lifestyle

PAL

PE / LLP

PHF Card

In school & home

Spark Time

Healthy eating



Programme for Active Learning (PAL)



Objectives

1

Values and Social & Emotional Competencies

School Values

- Self-Control
- Perseverance (Resilience)
- Responsibility
- Integrity
- National Pride (Harmony)
- Gratefulness

Social Emotional Competencies

- Self Awareness
- Social Awareness
- Self Management
- Relationship Management
- Responsible Decision Making



Objectives

2 Broad exposure & experiences to SEL competencies through fun and varied activities

Outdoor Education

- The Great Outdoors

Sports & Games

- Ball Games

**PAL @
ESPS**

Performing Arts

- A Musical Journey (P1)
- We are Creative Dancers! (P2)

Visual Arts

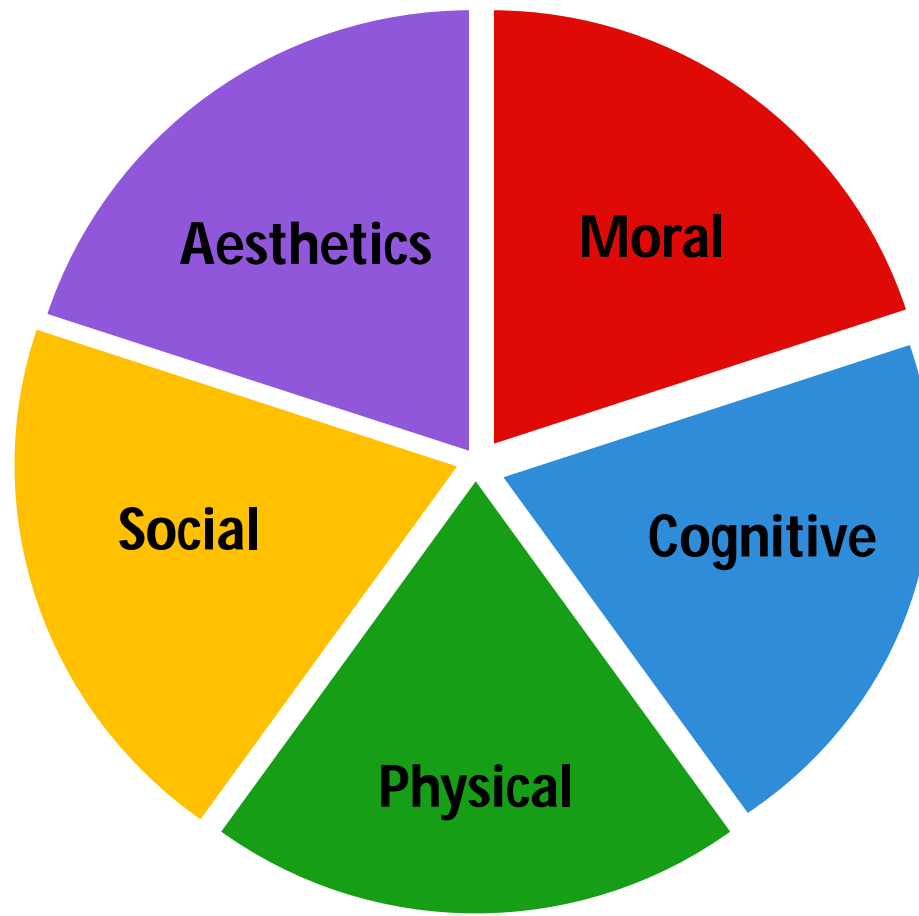
- Underwater World (P1)
- My Garden (P2)



Objectives

3

Holistic Development of every E'Light



ESPS PAL (Overview)

Adventures Around the World

PAL Domains

Performing Arts

- A Musical Journey (P1)
- We are Creative Dancers! (P2)

Visual Arts

- Underwater World (P1)
- My Garden (P2)

Outdoor Education

- The Great Outdoors

Sports & Games

- Ball Games

Countries & Stories

China - The Nightingale (P1)

India - The Farmer & the Snake (P1)

USA - The Wonderful Wizard of Oz (P2)

Australia - Finding Nemo (P1)

England - Alice in Wonderland (P2)

Germany - Hansel & Gretel (P1)

Peru - UP (P2)

Madagascar - Madagascar : Escape 2 Africa (P1)

United Kingdom - Harry Potter (P2)

Structure

Target audience

All Primary 1 & 2 Students

Frequency

2 hours per week

Deployment of Staff

Teacher specialists & Form Teachers



PAL @ ESPS

- Children learns best with peer interaction
- Incorporates values education and social and emotional learning



PAL @ ESPS

- Hands-on authentic learning experiences
- Fun and enjoyable



Programme to inculcate an Active & Healthy Lifestyle

PAL

PE / LLP

PHF Card

In school & home

Spark Time

Healthy eating



You may submit the completed Physical Health and Fitness Booklet to your PE teacher anytime upon completion. Latest week of submission is Week 5 of the Term 4.

Primary 1

PHYSICAL HEALTH & FITNESS CARD



Total number of stars	Individual Award
20 - 25	GOLD AWARD I have met my goal in completing my task and have done my best in being aware of my body.
15 - 18	SILVER AWARD I am almost there and I know I have the ability to do what it takes to be healthy and fit. I can do it!
10 - 14	Bronze Award I will try harder next time because I know I'll set my mind to it I can do it!

Structure

Frequency	Card is issued once a Semester
Activities	10 tasks <i>-Individual</i> <i>-Child & Family</i>
Timeline	Completed along the semester
Merit System	Stars awarded based on completed tasks



Programme to inculcate an Active & Healthy Lifestyle

PAL

PE / LLP

PHF Card

In school & home

Spark Time

Healthy eating



Structure

Target	All students
Implementation	During curriculum time at least 2 hour before or after recess
Duration	15 minutes



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HEALTHY EATING (*Spark* Time)



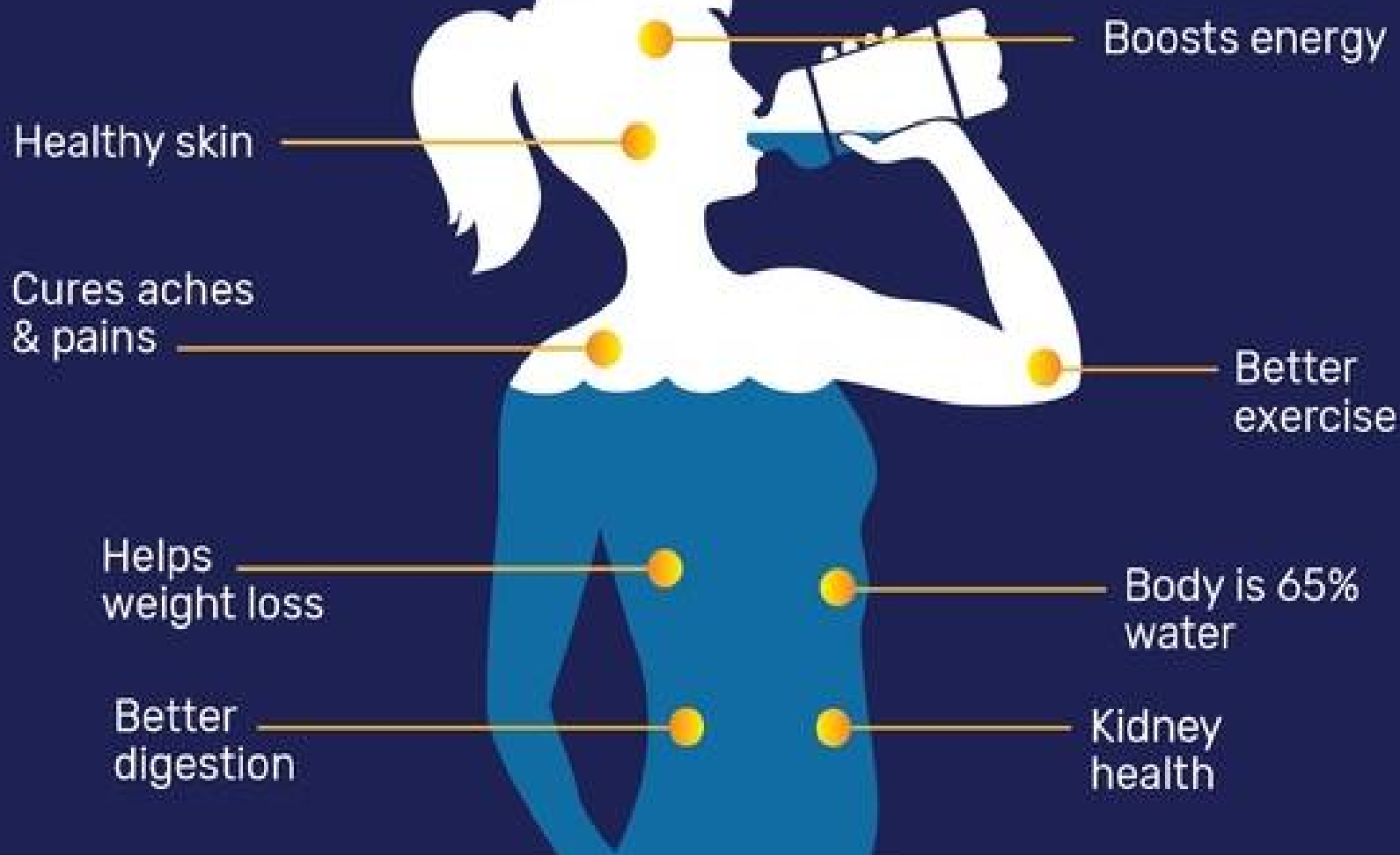
- Symbol does **NOT** mean it is HEALTHY
- Just a slightly better choice than other snacks



Benefits



Benefits



Most Importantly



- Money management skills
- Self-management skills
- Healthy habits
- Acts of love and care



One of the greatest gift...



Programme to inculcate an Active & Healthy Lifestyle

PAL

PE / LLP

PHF Card

In school & home

Spark Time

Healthy eating

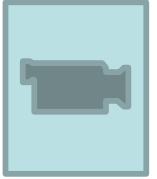


PE lessons

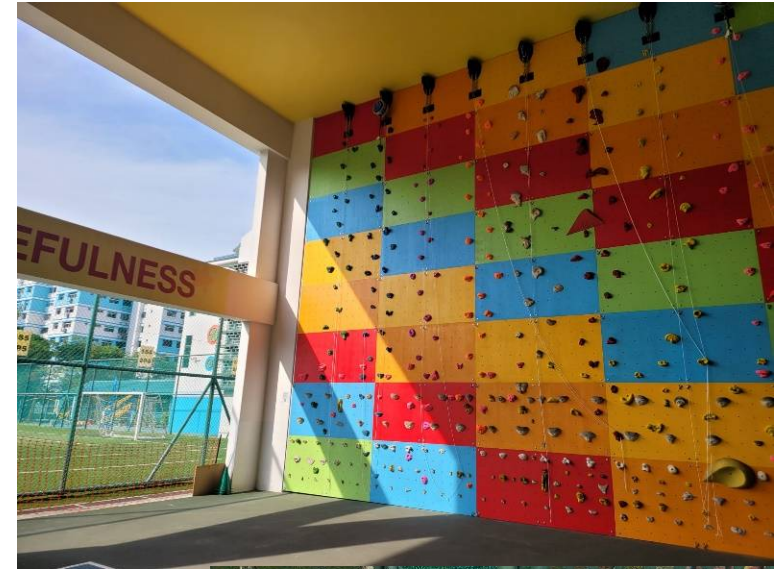
- Progressive
- Skill and concept-based syllabus
- Encourage fitness conditioning through cardiovascular jogs and climbing
- Inter-class Games



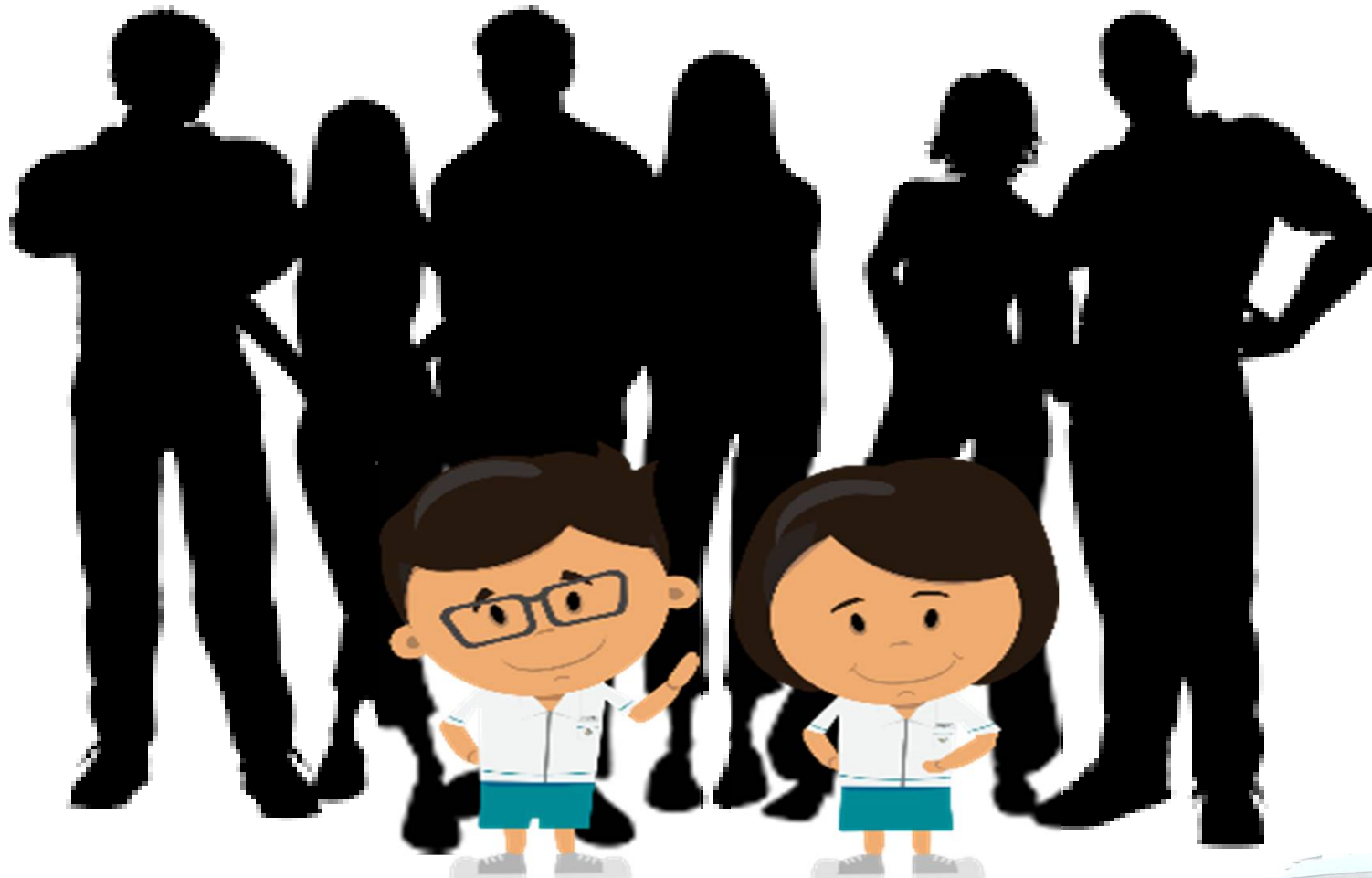
Learning for Life Programme (LLP)



- Character-building and resilience
- Outdoor Education
- Climbing, Water Confidence and Navigation
- Sports Climbing Wall
- Camps



It takes a village to raise a child...



Mr Chao Wei Nien

HOD PE/CCA/Aesthetics

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Mr Jacky Choo

Level Head PE/CCA

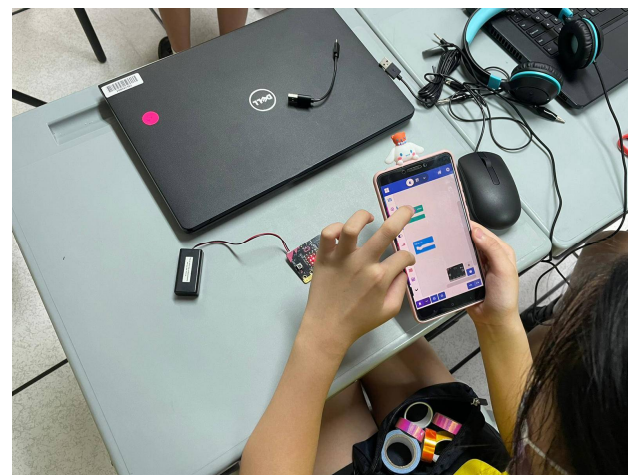
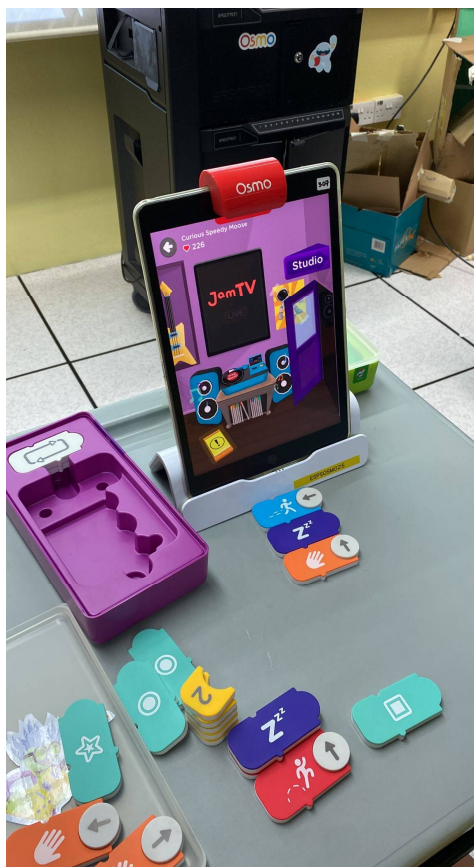
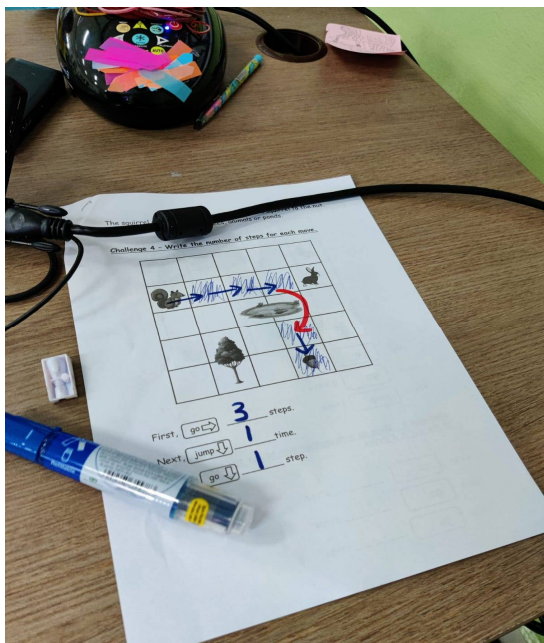
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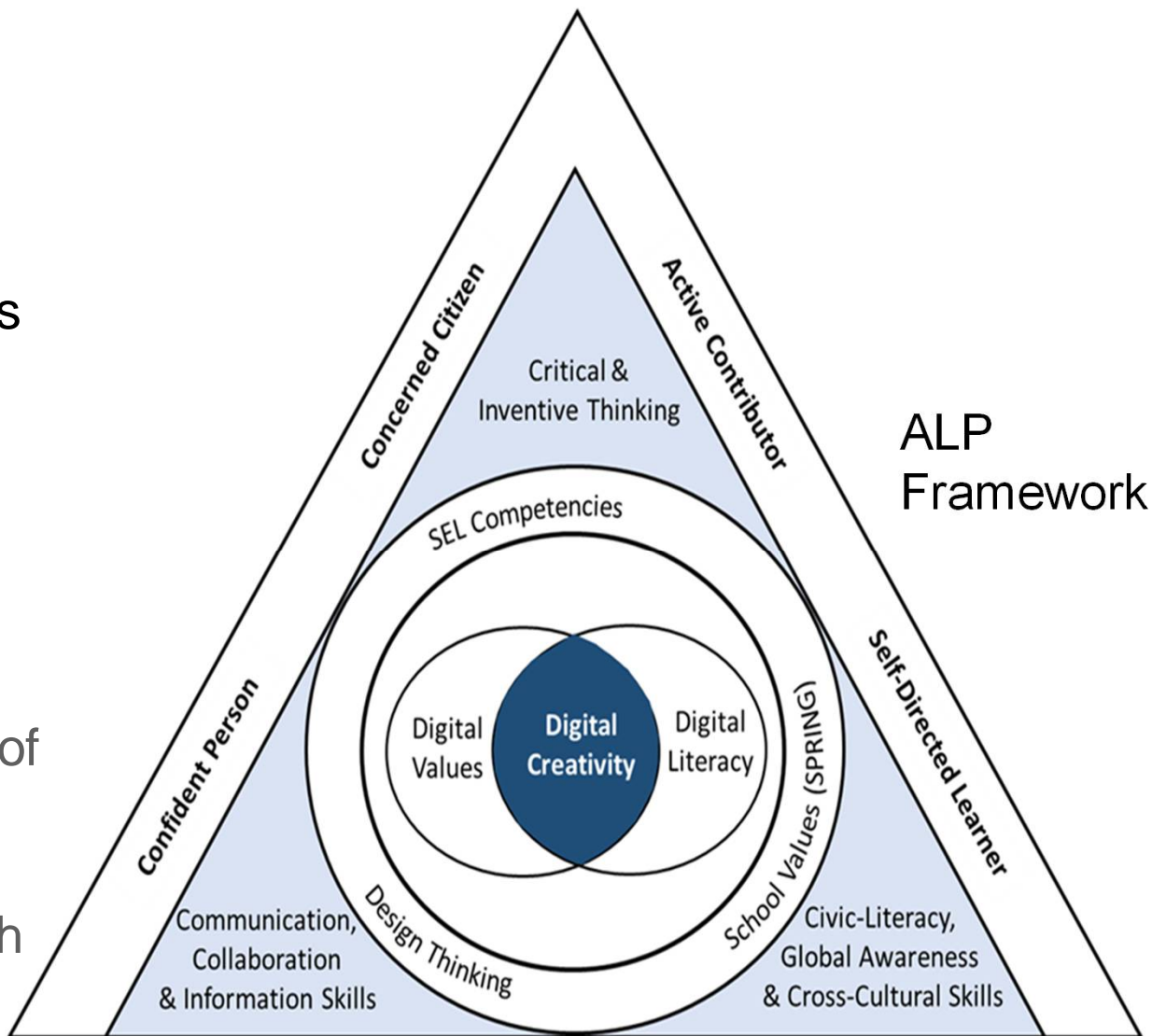


Applied Learning Programme (ALP)



Develop Student Competency - ALP

- Deepen **21st century competencies**
- Acquire various ICT, computational thinking and Design Thinking skills to **solve real-world problems**
- adopts a spiral approach in the acquisition of various Digital Literacy and Digital Values that reinforce the importance of being a safe and responsible digital users (**Cyber wellness**) through design challenge



Baseline ICT Skills

Level	Skills
P1 - P2	Basic PC Operations, Touch typing, Search Engine, Basic MS Word, Basic MS Powerpoint, Google Classroom, Basic Photography, Basic Videography, Stop Motion
P3 - P4	Advanced MS Word, Advanced Powerpoint, Basic MS Excel, Advanced Photography, Emailing
P5 - P6	Advanced MS Excel, Advanced Videography



Computational Thinking Skills

Level	Skills
P1 - P2	Osmo coding (Awbie), Osmo coding (Coding Jam)
P3 - P4	Scratch, Code for Fun, Basic Micro:bit
P5 - P6	Advanced Micro:bit, Drones Programming, Makecode Arcade, Figma



Cyber Wellness

Cyber Wellness refers to the positive well-being of Internet users. It involves an understanding of the dangers of harmful online behaviours, an awareness of how to protect yourself and other Internet users from such dangers. Cyber Wellness @ ESPS aims to look at the positive well-being and developing a healthy cyber culture amongst our students, aligned to MOE's Cyber Wellness Framework.

Topic	P1	P2	P3	P4	P5	P6
Netiquette	✓	✓	✓	✓	✓	✓
Addiction to Games	✓	✓	✓	✓		
Dangers with Cyber Contacts	✓	✓	✓	✓	✓	✓
Cyber bullying			✓	✓	✓	✓
Handling Inappropriate Content				✓	✓	✓
Copyright					✓	✓



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Thank you!

