



# St Margaret's RC Primary School

Headteacher Report: Parent Council Meeting 23.3.16

## Activities

- Summer term children will be out in the grounds more- we have local trip permission so this will teachers to be more spontaneous although risk assessments are done for every trip.

## Transition

- Nursery-P1 mtg. Have reviewed transition experience. 8 responses so far. Ideas from parents on the group: Could Parent Council commit to social event at beginning of the year? Could Parent Council water bottles/ gym bags for new P1? Further meeting with group in April.

## School uniform

- Order forms will go out with newsletter when we come back and try to encourage as many children as possible to wear smart school uniform. Some parents have asked for prices of blazers so we will get them priced too.

## Staffing

- No updates

## Staff development

- On-going moderation
- Policy work- Positive behaviour, Child Protection and Equalities and anti- bullying. Will share with parents after the holidays.
- whole school autism training

## Sacramental update

- May 4<sup>th</sup> Confirmation in Kentigern's, Barnton
- June 4<sup>th</sup> First Holy Communion St Margaret's- organisation of breakfast tbc

## Finance committee

- PC chair, teacher, PSA, Admin, BM and HT

## School building

- Rising Rolls meeting on Friday 15<sup>th</sup> with team. AD (BM) PC Chair and 2 parents are invited.

**School gate**

- Thanks to Mrs Jamieson, things moving forward. AD met with someone and it is going back to neighbourhood manager.

**School bus**

- Mrs Jamieson has been very helpful and we will soon have a bus bay.
- KW to send out letter to parents asking them to inform school of changes in pick up routine.

**Funding**

- Funding for children needing financial support-Could Parent Council donate £300 per year to support trips and some clubs- has this been transferred?
- 5 ipad minis for each class- Can PC fundraise for 2 classes next year?
- Could Parent Council help us link with business to help develop ' Chill-out/sensory' room