



## Learning Behaviours

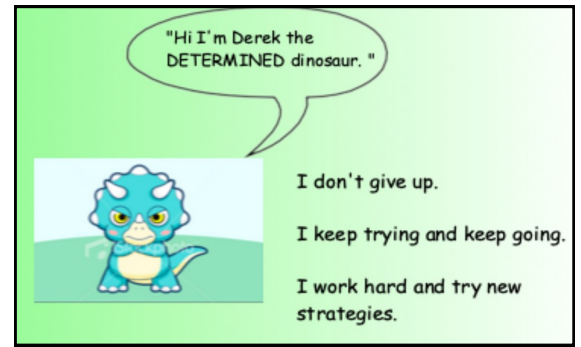
At Caroline Haslett Primary School, we have 8 characters that help us remember the skills of an effective learner in all of our lessons.

Next week, our character will be Derek the Determined Dinosaur. Encourage your child to practise the skills listed below and be like Derek.

I don't give up.

I keep trying and keep going.

I work hard and try new strategies.



## Christmas Performance

The Year 1 children performed their Christmas Concert 'A Snowman at Sunset' to parents on Wednesday and Thursday this week. All the children were so excited to perform in front of an audience. They were all amazing and made us all very proud. The singing was fabulous and they all said their lines clearly and confidently. It just remains for the children to say ...."Happy Christmas everyone! We really hope it snows!"



## Hazard Alley

Year 3 greatly enjoyed their trips to Hazard Alley this week. It was a fantastic interactive experience where children learned about many different types of hazards around the house, in public spaces, and online. Children also experienced emergency situations, and learned how best to deal with them, including how to make a 999 emergency call. An excellent time was had by all, and the children left feeling more confident if faced with any potentially hazardous situations. Well done Year 3!



# Immunisation catch-up clinics

The NHS has organised walk-in clinics to help children catch up on routine vaccinations. The clinics offer vaccinations for diseases such as measles, mumps, rubella, and other preventable illnesses. They are open to all eligible children without the need for prior booking - parents and carers can simply walk in at their convenience.

The next clinic for school aged children will be held this coming **Saturday 7 December from 10am till 2pm at Marsh Drive Community Centre, Marsh Drive, Great Linford, Milton Keynes, MK14 5HH.**

## Sign of the Week

We have festive signs for December.

The signs for this week are:

Your Sign  
**REINDEER**

As in: REINDEER

Open hands (palms forward, pointing up), thumb tips touching each side of forehead, move forwards/out in two small arcs.

Sign Images



Your Sign  
**CHRISTMAS CARD**

As in: CHRISTMAS CARD

Working flat hand (palm down, pointing forward/in) above supporting flat hand (palm down, pointing forward/in); working hand pulls away changing to closed hand on back of supporting hand; then flat hands together (palms in, pointing up) move to palms back with little fingers maintaining contact.

Sign Images



Your Sign  
**CHRISTMAS PUDDING**

As in: CHRISTMAS PUDDING

Working flat hand (palm down, pointing forward/in) above supporting flat hand (palm down, pointing forward/in); working hand pulls away changing to closed hand on back of supporting hand; then working closed hand nines spooning from supporting flat hand (palm up, pointing forward/in) to mouth.

Sign Images




Your Sign  
**CHRISTMAS STOCKING**

As in: CHRISTMAS STOCKING

Working wide full "C" hand (palms forward, pointing up) moves down/out, changes to palm forward, pointing out and moves down/in.

Sign Images




Your Sign  
**CHRISTMAS**

As in: CHRISTMAS

Working flat hand (palm down, pointing forward/in) above supporting flat hand (palm down, pointing forward/in); working hand pulls away changing to closed hand on back of supporting hand.

Sign Images



Here is Matthew in his stylish Christmas hat to show you how it's done:

<https://youtu.be/ITAVzrqSCf8>

## Pupil Achievement

Oscar from Upton class had his kickboxing assessment over the weekend and received his yellow belt!

Well done Oscar!



## Christmas Card Postbox

Our postbox is back in the school office for your children to post their Christmas cards to their friends.

Please put the child's full name and class on the envelopes as this help with delivery!





## Friends of CHPS

### Dates for the Diary

6th Dec 6:30pm - Reindeer Race Night, School Hall  
15th Jan 7:30pm - Friends Committee meeting, Staff Room  
Jan/Feb date TBC - Foundation Bed Time Story Mixer

### Reindeer Race Night

Tonight is our first Reindeer Race night, and we are very excited to see those who have brought tickets. We still have a few left, so if you are coming and want to bring along some neighbours family or friends, we will be able to sell tickets on the door. We will have cash prizes available and you can purchase snacks and drinks from our refreshments team.



**FRIDAY 6TH DECEMBER**  
**Reindeer Race Night!**  
6:30pm at Caroline Haslett School Hall.  
Entry tickets can be purchased in advance from ParentMail.  
£1 per person (adult or child) includes entry in 1st Race.  
Prizes include CASH and sweet treats.  
This is an Indoor event, so Tickets are Limited!  
Bring your own Booze, Non-alcoholic drinks and snacks will be available to purchase on the night.

### Christmas Family Activity Bag Update

Thank you to all the people that purchased our Christmas Activity bags. The 'Friends Elves' will be getting those ready over the next week. They will be given out to children that have placed an order during the last week of school, before we break up for Christmas.



### Looking to 2025

As well as the launch of an exciting new fund raising project in collaboration with school, we will be running our popular events such as School Discos, Movies and Munchies, Easter Bingo and a Foundation Bed Time Story Mixer.

We would love to welcome new committee members who are willing to help us plan and run these events, so please put the **next meeting date** in your diary and come along on **15th Jan 7:30pm at the School Staff Room.**



# BEBRAS CHALLENGE

# 2024

## ABOUT THE CHALLENGE

IN A REMARKABLE DISPLAY OF LOGICAL THINKING, THE MINDS OF YEAR 3, 5 AND 6 HAVE SHOWN THEIR SKILLS IN THE PRESTIGIOUS BEBRAS COMPUTATIONAL THINKING CHALLENGE. THE RESULTS ARE IN, AND THE CHILDREN NOT ONLY PARTICIPATED WITH ENTHUSIASM BUT ALSO EXCELLED, SHOWCASING THEIR EXCEPTIONAL PROBLEM-SOLVING SKILLS AND LOGICAL THINKING ABILITIES. THE BEBRAS CHALLENGE IS AN INTERNATIONAL INITIATIVE THAT AIMS TO PROMOTE COMPUTATIONAL THINKING AMONG STUDENTS. TAKING THE CHALLENGE, MANY CHILDREN SHONE, DEMONSTRATING THEIR POTENTIAL AS THE FUTURE INNOVATORS AND PROBLEM SOLVERS OF TOMORROW. A PARTICULAR CONGRATULATIONS TO FINLEY, AARYA, ZAYD, MARYAM, AHMAD, SULEMAN, OLLIE AND RAFAEL WHO ACHIEVED FULL MARKS IN THEIR COMPETITIONS.

## CHILDREN WHO ACHIEVED A GOLD AWARD

Aarya	Zayd	Suleman	Lennon	Selikem
Finley	Maryam	Rafael	Sienna P	Zack
Amy	Ahmad	Ollie	Sienna M	Saad
Alexander B	Maria	Rayan	Haani	Julieta
Anaisha	Diya	Nadia	Leo	Emma
Rhys	Yaqub	William K		
Ksenia	Phoebe	Isabelle		
Sudiksha	Ansh	Ezra		
Fearne	Alexander M	Delilah		

Gold awards are given to children who score in the top 10% nationally

## SCHOOL STATISTICS

Description	Min	Avg	Max
Caroline Haslett	34.000	82.1694915	130.000
Buckinghamshire	10.000	62.7555556	130.000
Country	10.000	61.2270536	130.000

**YEAR 3**  
KITS

**YEAR 5**  
CASTORS

Description	Min	Avg	Max
Caroline Haslett	43.000	111.3750000	180.000
Buckinghamshire	25.000	95.5005675	180.000
Country	15.000	97.9487563	180.000

Description	Min	Avg	Max
Caroline Haslett	67.000	142.2258065	220.000
Buckinghamshire	22.000	137.0324017	220.000
Country	22.000	125.0013860	220.000

**YEAR 6**  
JUNIORS  
competing against Year 7 pupils



KITS - Y3

## EXAMPLE QUESTIONS

JUNIORS - Y6

You have a clear tube that is open at both ends. The tube can fit three balls in it.

If another ball is pushed into the tube when it is full, a ball falls out the other side. In the pictures below you can see what happens when another ball is pushed into the tube:

White ball from the left

Black ball from the right

Your tube is filled as follows:

Four balls are then pushed into the tube, one after the other, in the directions shown by the arrows:

Task

Choose the correct order of balls by dragging and dropping the correct colour ball into the correct position.

In a computer game, the background consists of a sequence of tiles. Each tile is one of 4 different options.

The system continuously adds a new tile to the right of the current background sequence, and simultaneously removes a tile from the left. In this way, the computer creates the illusion of movement.

The system selects a new tile to add to the background using the rules illustrated in the diagram on the right.

The 'current tile' is the one that is currently at the extreme right of the background sequence. It can be any of the 4 possible tiles, as shown opposite. The arrows indicate which is a valid selection for the 'next tile'. A valid 'next tile' is one that is directly connected by a single straight or curved arrow to the 'current tile'.

For example, if this tile is currently the final tile in the background sequence:

the system could:

- either select another identical tile (by following the curved arrow)
- Or select this tile (by following the left arrow)

Task

Using these rules, one of the following images is not a valid background sequence in the game. Invalid sequence.