

MOTTRAM ST. ANDREW PRIMARY ACADEMY



UNIFORM POLICY

Rationale:

Wearing school uniform is an important part of the collective atmosphere of our school. It helps children to identify with their school and give them a sense of belonging. It ensures that all children are dressed appropriately for the school day and prevents peer pressure relating to clothing.

Aims:

- All children wear the correct uniform to school.
- Children feel proud to belong to the school.
- Parents/carers share the expectations of the school with regards to uniform.

Guidelines:

- ***Our school uniform list outlines the details of uniform expectations throughout school from Nursery to Year 6.***
- It is expected that children wear the school uniform or PE uniform every day.
- On days the children have a PE lesson, they come to school in their PE uniform.
- Nursery have a simple uniform, so that they feel part of the school, but to ensure that it is practical for their needs.
- The school website provides parents/carers with full details of the school uniform.
- If a child does not wear the correct uniform then the class teacher will remind the child or parent as appropriate.
- Children are responsible for taking care of their own items of uniform.
- Lost property is located in the cloakroom next to the boys' toilets. Any items left unclaimed are periodically disposed of.
- If there is any reason why a child cannot wear our uniform or requires special dispensation (for example, medical or religious grounds) then this will be considered sympathetically on request by the parent/carer.
- Compulsory branded Mottram items of uniform are kept to three items, with a small number of optional items. These are available from Classworx in Macclesfield, King Edward Road, SK10 1AP and online at: [Classworx](#)
- Second hand uniform is available from the PTA.
- Non branded items are widely available from all school uniform stockists.
- **All articles of clothing must be clearly named, so that they can be returned to their owner when mislaid.**