Glebe Uniform



We feel that school uniform is an integral part of our drive to maintain and improve standards. Our uniform and logo give us a corporate identity of which we are proud. Please support the school by ensuring that your child attends in full uniform. The uniform is based on the ease of wear, fitness for purpose, value for money and a sense of community.

Our School Uniform comprises of:

EYFS & Key Stage 1	Key Stage 2
Reception, Year 1 and Year 2	Year 3 to Year 6
White polo shirt	White shirt
Green, round-necked sweatshirt or cardigan	School tie
Grey trousers, shorts or skirt (to the knee)	Grey school trousers, shorts or skirt (to the
Green check summer dress (to the knee)	knee)
Black school shoes (no trainers or boots)	Green 'V' necked sweatshirt or cardigan
Plain black, white or grey socks, or grey tights	Green check summer dress (to the knee)
	Black school shoes (no trainers or boots)
PE Uniform (Not Nursery)	Plain black, white or grey socks, or grey tights.
Green shorts (or tracksuit bottoms for outdoor	
PE)	PE Uniform
Plain white t-shirt	Green shorts (or track suit bottoms for outdoor
Plimsolls	PE)
	Plain white t-shirt
<u>EYFS</u>	Plimsolls
Bag containing spare clothes/underwear/	Trainers
shoes (plimsolls)	

During the cold weather a Glebe green fleece jacket may be worn to provide extra warmth over your child's sweatshirt, but may not be used instead of the sweatshirt.

We ask parents to send their children dressed and prepared in a sensible way e.g. long hair tied back, no nail varnish, sensible hair styles with no shaved patterns, sculptured styles or inappropriate colourings.

Our uniform stockist is Danielles, Claydons Lane, Rayleigh, SS6 7UP, 01268 967542.



School Bags

We do not have adequate storage in school for large bags or back packs. So, where possible, please send your child to school with a book bag, which is available from Danielles. We supply all the equipment necessary for your child to learn and, therefore, your child is not required to bring a pencil case to school.