

LOWER SCHOOL UNIFORM Years 7-9

The correct school uniform, both indoor and outdoor, must be worn until the end of Year 11.

OUTDOOR WEAR

Coat	A plain black, knee-length coat or a plain black jacket. Leather/PVC/denim coats and jackets and those with fur collars or edging are not allowed. Hoodies and sweatshirts are not acceptable as coats.
Scarf	Plain dark green or black or school colours.
Gloves	Plain dark green or black.
School Bags	All students should have a plain black bag suitable for carrying books and equipment in all weathers, no logos or designs. NO HANDBAGS. A small black bag with straps no bigger than A5 size can be used to carry valuables.

INDOOR WEAR

Jacket	Bottle Green jacket with School Badge on lapel which must be worn at all times by Year 7 students.
Skirt	A regulation dark green kilt or A line skirt. Skirts should be no shorter than 2 inches above the knee when kneeling.
Trousers	Regulation black Banner trousers (3 styles available).
Blouse	A regulation green and white blouse (either long or short sleeves).
Jumper	A regulation green jumper, V-necked, with a yellow stripe and school badge
Socks	Ankle or Knee Length Black socks, or plain black or clear tights, no patterns. Over the knee socks or stockings/hold ups are not permitted. White socks are allowed in the summer.
Shoes	Plain, black wide-heeled shoes (heels no higher than 2 inches), leather or other hard material. "Kickers" style ankle-boots, "creepers" with thick soles, boots, sandals and trainers are not allowed. If boots are worn to school in bad weather students must change into shoes in school.
Jewellery	The following items are allowed: A simple, small cross and chain (or equivalent). One plain narrow ring. Small, plain studs one per ear in the lobe, gold or silver only, no diamante or other materials. A wrist watch may also be worn. No other jewellery is allowed.

OVERALLS

Science and D&T

- A green overall is required which can be worn for both Science and DT. The overall must be named on the **inside** with a **name tape** and the name **embroidered** on the **outside** on the **left hand side of the lapel and across the back**, between the shoulder blades.
- A white lab coat may be worn by **year 10** students and above for Science.

Art & Pottery

- Students are asked to wear a shirt or overall to protect their uniforms, but **not** their Science/D&T overall.

PHYSICAL EDUCATION

- Black School tracksuit trouser with school logo (embroidered with student name)
- Black fleece top with school logo (embroidered with student name)
- Bottle Green polo shirt with school logo (embroidered with student name)
- Black games skort with school logo (embroidered with student name)
- Black cycle shorts (must be shorter than games skirt) (embroidered with student name)
- Leotard - Plain black long sleeved leotard (embroidered with student name)
- Black leggings, for Dance (optional)
- Long green hockey socks
- Trainers
- White ankle socks
- Astro-boots – not studded
- Shin pads
- House T Shirt – colour according to House (embroidered with student name)
- Gum Shield
- School PE Bag – colour according to House
- Combination Padlock for PE Bag

All other PE equipment must be named with a name tape on the inside.

In addition (as a safeguard against borrowing of PE uniform):

- The fleece, tracksuit bottoms, polo shirt, skort, cycle short, leotard and House T Shirt must have the student's name **embroidered in white on the outside**, underneath the logo.
- Socks and leggings all need to be named.
- All trainers and Astro boots must be named on the outside, preferably with a name tape on the top of the tongue if this projects sufficiently, or along the side of the shoe.

All jewellery must be removed for all PE lessons. All students should be able to remove their own earrings for lessons. **Taping over earrings is not permitted**

DO NOT get ears pierced during the school term as they must be removed for lessons

Gymnastic work is done in bare feet, but any girl with athlete's foot or a verruca should bring a note from home for her PE teacher.