

Overview



Class sizes:
Maximum 25 learners



School times:
07:30 – 13:45



Aftercare:
Until 17:00



Transport:
To and from Potchefstroom
and boarding school



Subjects

- Language:
 - English Home Language
 - Afrikaans and Setswana First Additional Language
 - Phonological awareness
 - Mathematics
 - Life Skills
 - Robotics and Coding
- Drama
 - Music
 - Environmental awareness
 - Productions
 - Spelling bee (Grade 3)

Sport

- Mini-cricket
- Cross-country
- Hockey
- Netball
- Soccer
- Swimming
- Chess
- Tennis
- Cycling
- Mountain biking
- Robotics club

Facilities

- AstroTurf hockey field (with floodlights)
- Netball and tennis courts
- Cricket field, pitch and nets
- Robotics and Science labs
- Soccer fields

Activities

- Culture
 - Marimba band
 - Dancing
 - General knowledge
 - Choir
 - Public speaking

Extramural (at an additional cost)

Educational excursions

Value-added programmes

Mind Moves Reading Readiness Programme
(Grades R and 1)



Scan here for
more information

HOW TO ENROL

- Option 1: Submit an application form with all supporting documents.
- Option 2: Apply online. Follow the prompts on www.curro.co.za.
- Option 3: Contact us and we will guide you through the process.



087 087 7738
klerksdorp@curro.co.za
22 Elm Street, Flamwood, Klerksdorp

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KLERKSDORP

Overview



Class sizes:
Maximum 25 learners



School times:
07:30 – 14:00



Aftercare:
Until 17:00



Boarding school:
From Grade 6



Transport:
To and from Potchefstroom
and boarding school



Facilities

- AstroTurf hockey field (with floodlights)
- Netball and tennis courts
- Cricket field, pitch and nets
- Robotics and Science labs
- Rugby and soccer fields



Subjects

- English Home Language
- Afrikaans or Setswana First Additional Language
- Mathematics
- Life Skills
- Coding and Robotics
- Creative Arts
- Music
- Natural Sciences and Technology
- Physical Education
- Social Sciences (History and Geography)

Subjects unique to Grade 7

- Life Orientation
- Economic and Management Sciences
- Natural Sciences
- Coding and Robotics (includes a drone programme)
- Technology

Learners use laptops or tablets in class from Grade 4 onwards.

Activities

Culture

Curro Create (some fees may apply)
Market day | Marimba band | Dancing
Public speaking | Spelling bee | Art | Drama
Music | Choir | Environmental awareness
General knowledge

Sport

Cricket | Cross-country | Hockey | Netball
Soccer | Swimming | Chess | Athletics
eSports | Rugby sevens | Cycling (mountain biking)

Extramural (at an additional cost)

Annual camps (compulsory)

Value-added programmes

Educational excursions



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