

**Mick Waters** 



#### Mighty mathematician

Mini historian

Budding musician

ECM Little linguist Junior geographer



In just a few years time....we could be:



- standing for election
- employed...in business
- > military
- married
- > jurors

Community leader

Explorer

Documentary maker

Solution finder

Social Entrepreneur

Plumber

Teacher

Artist

Lawyer

#### Software engineer

Great parent







#### Raising aspiration

- more than higher grades
- not just more levels and qualifications
- more than career outlook
- > aspiration of optimism, belief and ambition
- aspiration for worth
- > aspiring to contribute
- aspiration of spirit



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>lessons, events, routines, extended hours

#### >beyond school

- before and after school clubs
- hobbies and pastimes
- local band
- charity work
- part-time job
- work experience
- community links



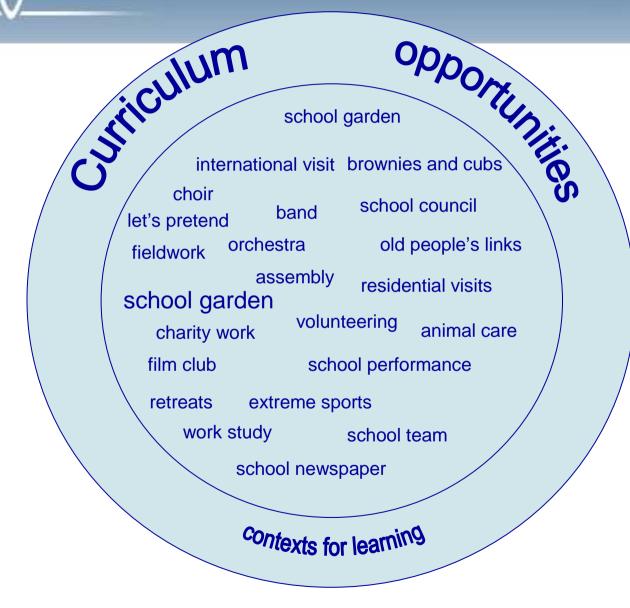
### **Outstanding curriculum**

Memorable experiences... rich opportunities for high quality learning... may be at the forefront of successful, innovative curriculum design...customised to changing needs of individuals and groups... highly tailored programmes... highly coherent and relevant... promoting outstanding outcomes



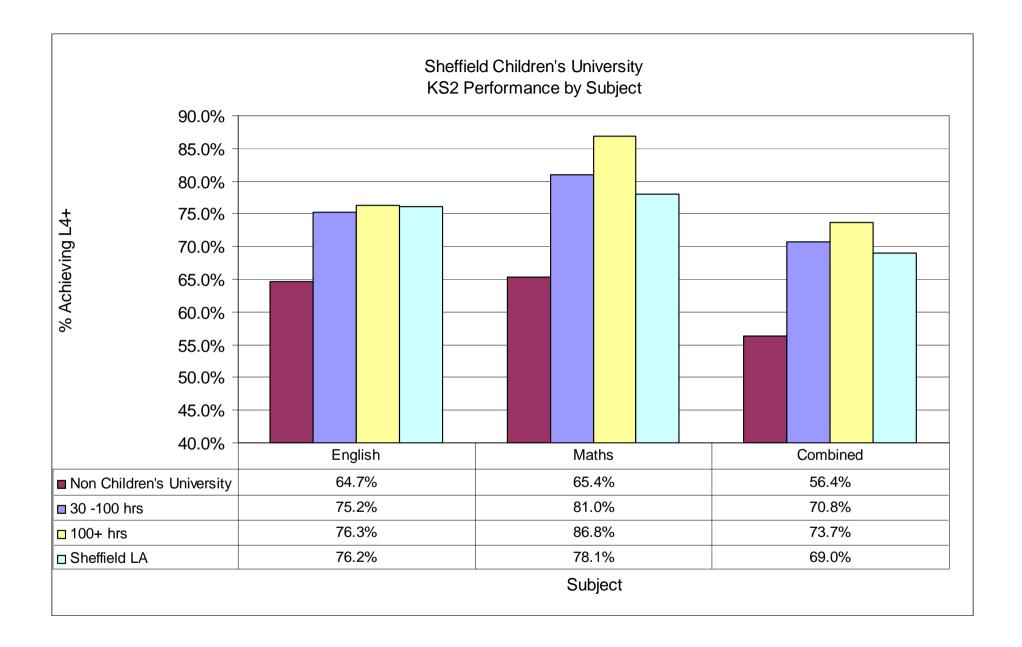


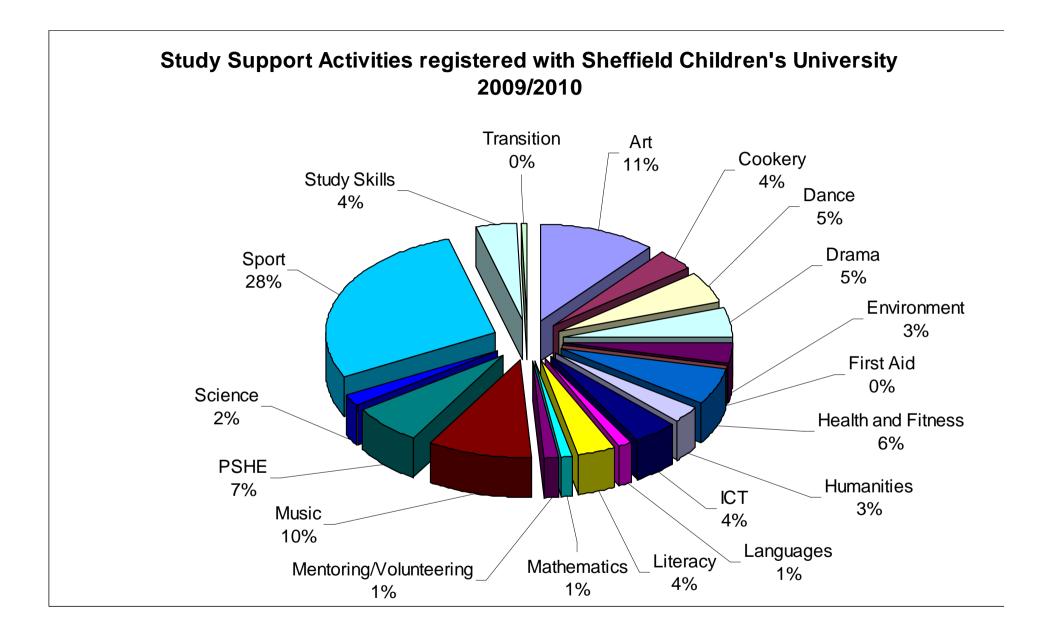
#### Subject programmes for learning





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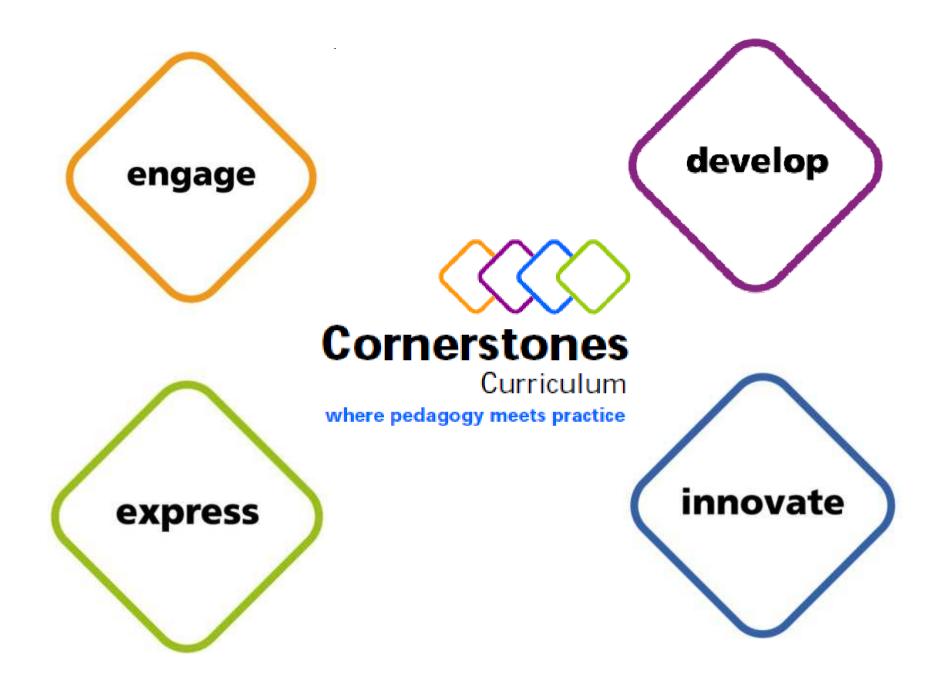






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### **Cornerstones of Learning**



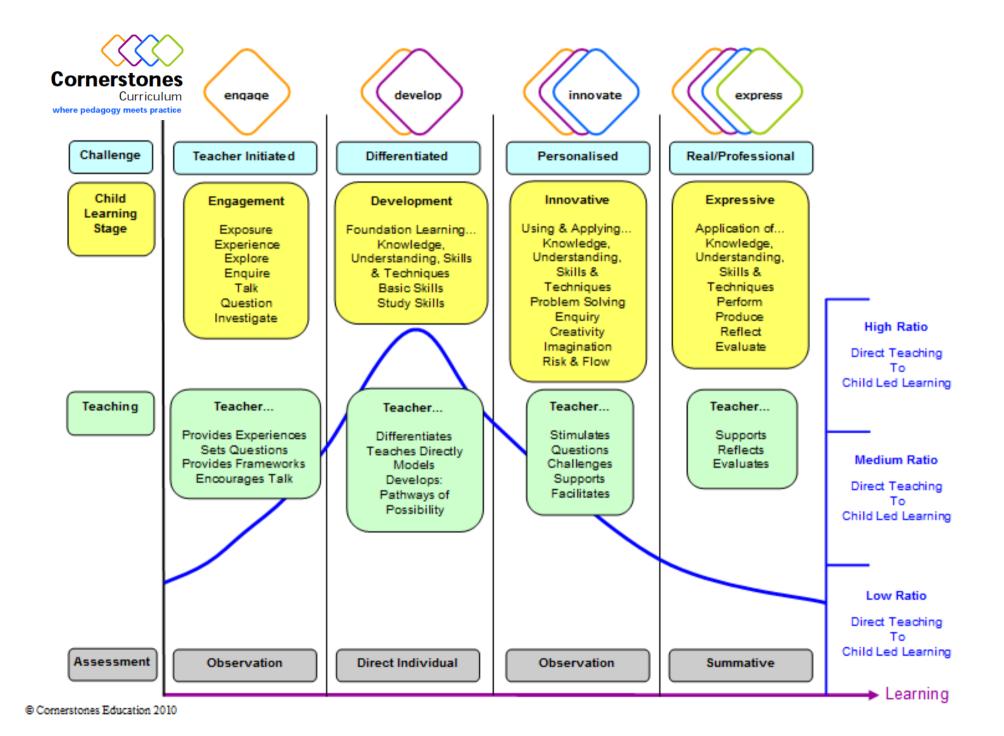
**Engage** through purposeful and contextualised experience; in and engage outside the classroom, making use of partners, experts and the community to provide the stimulus to learn. **Develop** the knowledge, understanding, key and subject skills develop required to progress the learning through quality differentiation. **Innovate** from a provocation, using ideas and key skills to apply innovate the learnt knowledge, understanding and subject specific skills through child negotiated enquiry and projects **Express** and evaluate the knowledge, understanding and skills, express as outcomes of the learning, in different memorable forms including a variety of media and technology.



### **Curriculum Themes**

Y1	Y2	Y3	Y4	Y5	Y6
Explosions	Explorers	ID	Amazing Mother Nature	Bend and flow	Apprentice
Going to the Movies	Number Town	Inventors	Attack	Blitz	Beast Keeper
Light and Shadow	Slip or Stick	Gladiators	Comics	Gadgets and Gizmos	Curator
Party Time	Super Heroes	Light and Spark	Danger Zone	Metamorph osis	Empire
The Magic of Me	Time Traveller	Forceful	Heart Beat	Off with her head	Plants & Skin Deep
Toy Makers	Wriggle and Crawl	999	Tuck shop	Travel Agents	Reporters

Strong Links to Locality - Community Curriculum

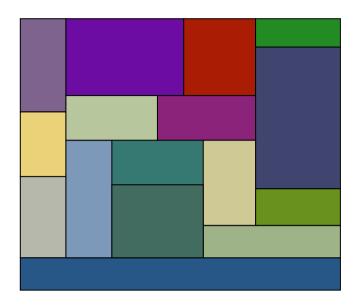


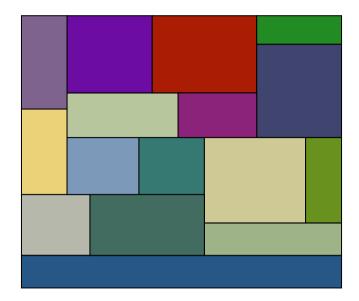


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Catch up	Local provision: PfS, CU, CP			ECM		Assemblies	
Stretch							
1:1						A Local perspective:	
	Work fo	ocussed S		School traditions			
Homework					Using our area		
	ations	Events			Expertise of staff		
Field visits	Community relations	Pupil initiated				Visitors	
	Con				Subject depth		
Pupil responsibility: routines							

Catch up						Assemblies	
Stretch	CP,	al provision: PfS, forest schools, sic Service, CU		ECM		A local perspective: using our area	
Homework		Work related	ł	School traditions			
	Comm	unity relations	Even			ertise staff	
Field study		Pupil initiated			Subject depth		
Pupil responsibility: routines							





#### **Overarching decisions**

- >which goals matter to us?
- >what proportion?
- ➤ can we use time twice?
- >who makes the decision?
- >who places the content?



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#### To help me learn...I need...

- invent, play, make, do and mend
- > meet a range of people
- gather and articulate knowledge
- use real purposes and audiences
- talk about futures
- contribute to school and community life
- have a world view
- value my education
- be with adults who like me



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