

Creative Curriculum

The curriculum that we follow at Chestnuts Primary School is a creative and thematic approach to learning, designed to engage pupils and provide them with a range of skills that they can apply to a variety of contexts. It is matched to the 2014 Primary National Curriculum to ensure that the children receive a broad and balanced curriculum offer.

Our creative curriculum is delivered through Imaginative Learning Projects (ILPs) which provide children with exciting and motivating learning activities that allow them to make links, challenge themselves, to solve problems and to show their learning in a variety of ways.

We believe children learn better when they are encouraged to use their imagination and apply their learning to engaging contexts.

During each project, the children will encounter four stages of learning. These are the Engage, Develop, Innovate and Express phases.

Engage

During the "Engage" stage, children:

- Gain memorable first-hand experiences, such as going on a visit or inviting a special visitor into school.
- Get an exciting introduction to a topic or theme.
- Begin researching and setting enquiry questions.
- Get lots of opportunities to make observations.
- Develop spoken language skills.
- Take part in sensory activities.
- Have lots of fun to fully 'engage' with their new topic.

Develop

During the "Develop" stage, children:

- Deepen their knowledge and understanding of the topic
- Learn and practise new, and existing, skills.
- Investigate, explore, write for different purposes and read across the curriculum.
- Research their own questions and those set by others.

Innovate

During the "Innovate" stage, children:

- apply skills, knowledge and understanding in real-life contexts.
- revisit anything not fully grasped at the 'Develop' stage.
- Work collaboratively to solve problems.
- Take ownership of their own learning.

Express

At the "Express" stage, children:

- become the performers, experts and informers.
- share their achievements with parents, classmates and the community.
- evaluate finished products and processes.
- link what they have learnt to where they started.
- celebrate their achievements.

Reception

Autumn 1
Amazing Me



Autumn 2
Fabulous Festivals



Spring 1
Wonderful Weather



Spring 2
Traditional Tales



Summer 1
All Around the World



Summer 2
Happy Habitats



Year 1

Autumn 1
Superheroes



Autumn 2
Splendid Skies



Spring 1
Moon Zoom



Spring 2
Bright Lights, Big City



Summer 1
Paws, Claws and Whiskers



Summer 2
The Enchanted Woodland



Year 2 and Orchard

Autumn 1
Land Ahoy



Autumn 2
Wriggle and Crawl



Spring 1
Towers, Tunnels and Turrets



Spring 2
Muck, Mess and Mixtures



Summer 1
Street Detectives



Summer 2
Beachcombers



Year 3

Autumn 1
Scrumdiddlyumptious



Autumn 2
Predator



Spring 1
Tribal Tales



Spring 2
Gods and Mortals



Summer 1
Mighty Metals



Summer 2
Tremors



Year 4

Autumn 1
Burps, Bottoms and Bile



Autumn 2
Playlist



Spring 1
I am a Warrior



Spring 2
Road Trip USA



Summer 1
Potions



Summer 2
Blue Abyss



Year 5

Autumn 1
Peasants, Princes and Pestilence



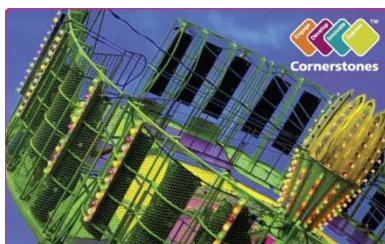
Autumn 2
Stargazers



Spring 1
Off With Her Head



Spring 2
Scream Machine



Summer 1
Allotment



Summer 2
Beast Creator

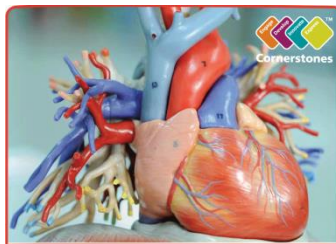


Year 6

Autumn 1
A Child at War



Autumn 2
Blood Heart



Spring 1
Darwin's Delight



Spring 2
Tomorrow's World



Summer 1
Frozen Kingdom



Summer 2
Frozen Kingdom

