



2022—2023

YEAR 4 - YEAR 6

Dear Parent,

At Auckland College we have always placed enrichment at the heart of everything we do to ensure that every child develops to their full potential, both academically and personally.

We are proud that our Outstanding 2019 Ofsted report stated that “Pupils really enjoy the enriched curriculum which provides so many different opportunities, such as projects on sensory science and dances across the world.”

We continue to strive to offer the broadest range of topics that we can, and our Enhanced Curriculum provision helps us to do this.

It is important to us, therefore, that our curriculum continues to enhance our formal academic programme and provide a complete education experience for your child.

In relation to our Enhanced Curriculum, the 2019 Ofsted report also stated that **“The aim is to widen pupils’ intellectual experience, improve research skills and inspire them.”**

As last years’ programme was such a success we have decided to keep most of the activities, but will adapt their content for the 2022 – 2023 academic year to ensure they remain engaging and interesting for your child. The activities include a series of projects, which will further broaden pupils’ experiences. They embrace four key ideas. These objectives are to:

- Widen pupils’ intellectual experiences
- Improve independent learning skills
- To inspire learning within pupils
- Offer them the opportunity to study a variety of options of their choice in something they would not experience under the national curriculum.

Each project is designed to incorporate the investigation of cross- curricular academic subjects, with key skills, creativity, and a community approach. Where applicable, the outcome of each project is a display of both the end result, and the work leading up to it.

The projects link to all core subjects; Literacy, Numeracy and Science. They incorporate skill development in areas such as: dexterity, self-discipline, team work, creativity and singing.

There is also a wealth of choice. Pupils will opt for up to 6 different projects over the course of the year. They will have a choice of at least four options each time. And this year we are introducing basic Computer Aided Design for years 4-6.

It is important to note, however, that due consideration must be made for group numbers, and places on any of the courses are limited and cannot be guaranteed, although we will continue to endeavour to place pupils in the options they have requested as far as possible. Places will be allocated on a “first come first served” basis.

Below are examples of the activities we deliver across our Enhanced Curriculum for our Pre-prep pupils. Your child’s specific Year-Group choices will be sent via a Google Form for you to choose at the start of each academic year or in the event of a change of activity part-way through the academic year.

For Year 4 - Year 6 pupils the following options will be available during the year 2022—2023:

TRAMPOLINING



Apart from being great fun, bouncing on a trampoline brings a number of very real health and wellbeing benefits including:

Balance – trying to bounce in one place on a trampoline means you have to develop a keen sense of balance.

Coordination – closely related to balance is the need to coordinate arm and leg actions, as well as many fast-twitch muscle groups, necessary to form the different shapes and perform the various somersaults and twists.

Bilateral motor skills – the action of bouncing whilst trying to maintain balance and coordinate bodily extremities calls on both sides of the body and brain.

Rhythm – again closely related but distinct is the need to bounce in tune with the trampoline to achieve optimum height for least effort.

Self-confidence – even those least confident with sports will find it possible to make some progress on the relatively forgiving surface of a trampoline and this progress will help boost confidence.

Cardiovascular fitness – bouncing on a trampoline increases the pulse rate and strengthens muscle groups essential for a healthy cardiovascular system.

TAG RUGBY

Tag rugby refers to games derived from rugby football in which players do not tackle each other but instead they pull Velcro belts from their opponents.

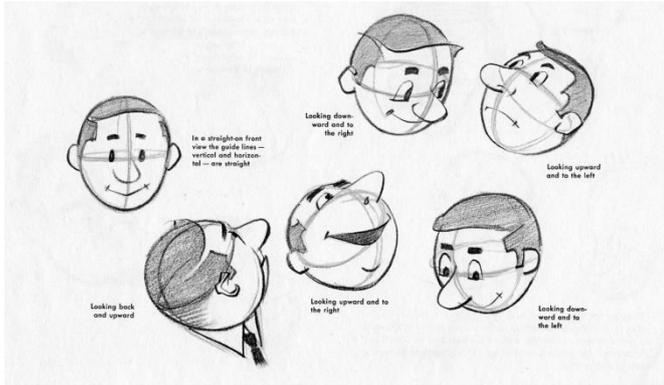


It is an all-inclusive game, which does not discriminate against age, size or experience, meaning that girls and boys can play the sport together.



Tag rugby can be played anywhere, it is great for beginners and, as there is no tackling involved, it is much safer (though a good introduction to) Rugby Union.

CARTOON CREATION



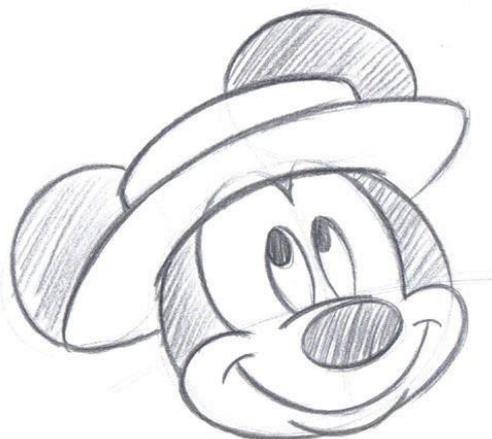
The skills associated with creating cartoons can be developed and used across several areas of the curriculum as they involve story planning and narrative construction.

Students' perspective for cartoon will be different and it will bring a wealth of ideas.

Through this project the students will:

- develop practical skills specific to animation
- develop transferable planning and language skills
- engage in opportunities to develop the skills and attributes associated with creativity

Cartoon Creation topic will support our students to learn new art skills and become collaborative artists, by creating a class cartoon by the end of the project.



TEAM BUILDING

Team Building is essential for young people. The more teamwork fundamentals they exhibit, the more opportunity exists for pupils to learn the vital skills of compromise and collaboration.

Team or group work inside or outside the classroom teaches students the fundamental skills associated with working as a collective unit toward a common goal.



Team building activities and games are specifically designed to make sound decisions, solve problems, and most importantly, collaborate with different kinds of people. Students learn how they can work with each other better, listen to others, and communicate effectively.

It's also a perfect time for students to know each other more, build trust with one another, and of course, have fun!

