



2022—2023

YEAR 7—YEAR 10

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.

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 7 to Year 10 pupils the following options will be available during the year 2022—2023

GAME DESIGN

We want to support our children put their gaming experience and imagination into action, ending up with an original creation that they can take home, play and show to family and friends.

The fundamentals covered in the Game Design topic are a great first step into the world of coding. Students are introduced to object-oriented programming, and a behaviour-based logic system – applying behaviours and attributions, testing, debugging and fine-tuning products – that comprises a core component of computer science and is familiar to any programmer.

The students will be offered close guidance and are encouraged to move at the pace that best suits them while developing their games.

We use Scratch to develop games that you can play on any platform. Scratch makes it easy to get started, work with an impressive library of behaviours and attributes, and produce some great-looking final products.

It is free software, which means you can download it at home to keep your games developing alive after this term's Enhanced Curriculum topic is finished.

The students will learn the following:

- Telling A Story: storyboarding and structuring their game
- Platform Basics: using the Scratch environment
- Graphics: graphic design and animation basics for their characters
- Control: applying behaviours and attributes to characters
- Testing: testing, de-bugging, perfecting their program

BOXERCISE

Boxercise is an exercise concept based on the training methods used by boxers. The sessions will typically involve hitting focus pads not hitting an opponent. It is a fun, challenging and safe workout.



Boxercise enhances sports specific senses, including hand-eye co-ordination, balance and timing.

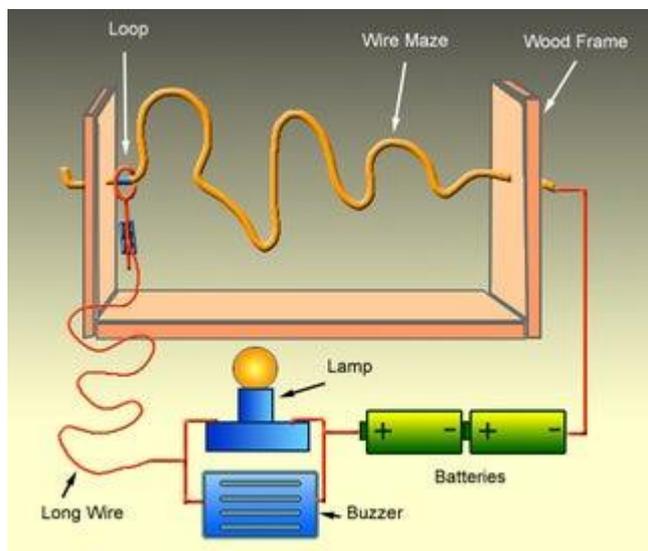
Boxercise is also great for those children not engaged with traditional sports as it is essentially a fitness class based on fun.

Benefits of Boxercise:

- Boxercise is fun
- Students are encouraged to work as a team
- Boxercise is one of the most easily accessible and recognisable forms of exercise that student can continue even after school
- Boxercise is a great stress buster
- Excellent for motivating disaffected children
- Flexible - competitive or non-competitive class styles students can choose
- Good for hand eye co-ordination, stamina, strength and speed.

CRAZY SCIENCE

This is one of our pupils' favourite Enhanced Curriculum topics and as such is being included again.



The children will be learning to make circuit for the Wire Loop Game.

A wire loop game is a game which involves guiding a metal loop along a serpentine length of wire without touching the loop to the wire.



The students will also investigate aspects of Cosmetics Science, looking at different types of oils and how they affect the skin when making body scrubs and bath bombs.

Slime is always a popular science activity, and this will also be incorporated in this term's Crazy Science topic.

Taking part in these projects will teach our students to follow an engineer's approach as they identify problems, brainstorm solutions, design, plan, build, test, refine and produce a product or solution.