



REAL PROJECTS

Guide for Parents



**CURRICULUM
INFORMATION
2017-18**

REAL Projects

The curriculum at Greatfield Park aims to engage, inspire and motivate children to love learning, and fulfil their potential.

REAL PROJECTS



Each term is planned around an essential question which sparks the children's curiosity and challenges their thinking. This allows teachers to plan fun and engaging lessons using a cross-curricular approach. Throughout the year, teachers ensure that all required content of the National Curriculum is covered.

Projects have a clear timeline, with milestone outcomes leading to the ability to reach the final outcome. We want to instill a 'love of learning', and all the elements of REAL projects aim to create this need to gain knowledge and skills in order to reach the desired outcomes.

The outcomes of REAL projects are important - they are shared with an authentic audience – the aim is for them to have a real impact! Children will be driven to produce high quality work as the outcome will be shared and used in real life.

Essential Questions



Is the world a cold place?

Does the punishment fit the crime?

Can we make a difference?

These big questions don't have a simple answer and drive the children to gain knowledge and skills

Launch Days



Projects often include a launch day to spark the children's interest in their project. The days are carefully planned to incorporate a wide range of activities which give an insight into the learning that will take place during their project. The aim is to immerse them in the project!

Visits and Visitors



Project work is supported by real life experts, who either visit school or are integrated into school trips. These experts help the children to see the relevance of their learning and importance of their final outcome.

Learning Environments

The environments the children learn in are important. We encourage flexible classroom design and seating to allow for a variety of learning experiences, and classroom decoration has been influenced by the children's ideas about places they learn best. Some projects will include immersive classroom design to heighten the children's sensory experience and understanding (for example a classroom may be turned into a space research station).

