

A curriculum for Blackwell Children

English

Promote high standards of language and literacy by equipping pupils with a strong command of the spoken and written word, and to develop their love of literature through widespread reading for enjoyment.

Languages- French

Foster pupils' curiosity and deepen their understanding of the world. Provide opportunities for them to communicate for practical purposes.

Art and Design

Engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. They should know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Music

Engage and inspire pupils to develop a love of music and their talent as musicians, and so increase their self-confidence, creativity and sense of achievement.

During their time at Blackwell, children will develop the following values and key competencies in line with our vision (see Curriculum overview) and also develop the outlined subject knowledge and skills.



History

Gain a coherent knowledge and understanding of Britain's past and that of the wider world. Inspire pupils' curiosity to know more about the past.

Geography

Inspire in pupils a curiosity and fascination about the world and its people that will remain with them for the rest of their lives.

Religious Education

Enquire into significant questions which religion and worldviews address, so that they can develop the understanding and skills needed to respond to these.

At **Blackwell First School** we aim to educate the whole child and to ensure children are happy, healthy and fulfil their potential in terms of development of skills for life, social and moral values and academic success.

Values

**Respectful and responsible citizens *Competent and confident learners *Aspirational individuals*

Key competencies

**Co-operation *Communication *Independence*

Mathematics

Promote **fluency** in the fundamentals of mathematics, **reason mathematically** by following a line of enquiry and **solve problems** by applying their mathematics.

Science

Develop **scientific knowledge and conceptual understanding**, an understanding of the **nature, processes and methods of science** and the **uses and implications** of science.

Design and Technology

Design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

Computing

Equip pupils to use computational thinking and creativity to understand and change the world.

Physical Education

Provide opportunities for pupils to become physically confident in a way which supports their health and fitness.

Personal Social Health and Economic Education

Develop the knowledge, skills and attributes they need to manage their lives, now and in the future. It helps children and young people to stay healthy and safe, while preparing them to make the most of life and work.