



Primary Ambitions

2022-2023



Our Primary Ambitions Programme – 2022-23

We are thrilled to have completed our first full year of Primary Ambitions - from Module 1 through to the end of Module 4, including Prizegiving!

We will resume Primary Ambitions in November with a full complement of modules. The structure of the programme remains the same - primary school pupils will come on site in groups of up to 15 on Friday afternoons from 2.00 to 3.00 pm for their five-week modules. The programme continues to be focused on Year 6 pupils but we recognise that in some instances you might prefer to bring your Year 5 cohort. If this is the case, we will be delighted to welcome them.

As you will see in the following pages, we continue to offer a wide variety of options in the arts, humanities, sports and science. There are some old favourites including Clay Creatures and the Science of Survival and some new options including Power Performance Poetry and an Introduction to Djing. We hope you find the choices enticing!

We look forward to welcoming you to the 2022 - 23 Primary Ambitions programme in November!

Taught in groups of 15



Takes place
2.00pm–3.00pm
on Fridays



Free
for all participants



Runs from
November to June
2022–23



On-site sessions have a
3:1 ratio
(pupils to Lower Sixth teacher)



Multi-disciplinary
enrichment sessions for Year 5 or 6



What next?

1. Review the potential modules outlined on the following pages

2. Identify your preferences

3. Complete the application form indicating your choices (modules, timing, number of pupils)

4. Submit to Lisa.irwin@emanuel.org.uk by 20th July 2022

① unas tijeras
② una mochila
③ una agenda
④ una goma
⑤ una pluma
⑥ una calculadora
⑦ una regla
⑧ un libro
⑨ un bolígrafo
⑩ un estuche
⑪ un sacapuntas
⑫ un lápiz

programme calendar

Autumn Term	4th November	11th November	18th November	25th November
	Module 1 Lesson 1	Module 1 Lesson 2	Module 1 Lesson 3	Module 1 Lesson 4
9th December	Spring Term	13th January	20th January	27th January
Module 1 Lesson 5		Module 2 Lesson 1	Module 2 Lesson 2	Module 2 Lesson 3
3rd February	10th February	Half Term	24th February	3rd March
Module 2 Lesson 4	Module 2 Lesson 5		Module 3 Lesson 1	Module 3 Lesson 2
10th March	17th March	Summer Term	28th April	5th May
Module 3 Lesson 3	Module 3 Lesson 4		Module 3 Lesson 5	Module 4 Lesson 1
12th May	19th May	Half Term	9th June	16th June
Module 4 Lesson 2	Module 4 Lesson 3		Module 4 Lesson 4	Module 4 Lesson 5



“Our children can’t wait to come every week.”



modules in sport

SWIMMING & WATER SAFETY

Aim: To enable children to develop confidence in the water and develop their stroke techniques

Children will be initially assessed and will be separated in to three differentiated groups – beginners (b), intermediate (i) and advanced (a)

Week 1: Introduction to pool operating procedure, swimming assessment (all)

Week 2: Water confidence (b), floatation and gliding (i) and front crawl technique (a)

Week 3: Front crawl technique (b & i), breaststroke technique (a)

Week 4: Breaststroke technique (b & i), backstroke technique (a)

Week 5: Backstroke technique (b & i), front crawl, breaststroke and backstroke relay

GYMNASTICS

Aim: To explore some basic gymnastics skills and develop a performance routine

Week 1: Learn individual and partner balances

Week 2: Practise rolls – log, teddy and forward

Week 3: Explore patterns of movement – mirroring and cannoning

Week 4: Develop a routine with a partner incorporating balances, rolls and patterns of movement

Week 5: Work with another pair to merge routines in preparation for a final performance



GREEK & ROMAN GODS, MYTHS & HISTORY

Aim: To explore Greek and Roman mythology and history

Week 1: Greek Gods – introduce the Olympian gods

Week 2: Hercules – learn about the twelve labours of Hercules

Week 3: Greek and Roman Festivals – learn about the quirks of ancient festivals

Week 4: Roman Emperors – learn about a diverse set of wacky Roman Emperors

Week 5: Roman Entertainment – learn about gladiators and chariot racing



A GENTLE INTRODUCTION TO POLITICS

Aim: To understand what is important to us, and how we can make a difference to our surroundings

Week 1: An introduction to the basics of politics and democracy

Week 2: An introduction to political parties in the UK and the opportunity for students to create their own political parties.

Week 3: A first glance at feminism

Week 4: Understanding voting and holding a mock election- get ready to campaign!

Week 5: What makes a good political leader?

literature & politics

Powerful Performance Poetry

Aim: To inspire pupils' creativity and public speaking confidence through studying, writing and performing empowering poetry

Week 1: Powerful Poems. Studying some powerful poetry - working out what creates an impact and how to use these skills in our own speaking and writing

Week 2: Riddles and Kennings. Making metaphors - using alliteration

Week 3: What's your subject? Creating descriptive poetry through asking questions or listing ingredients

Week 4: Performance Preparation. Watching some skilled poetry slammers at work - planning our own performance poetry - practising performing

Week 5: Poetry Slam! Performing our best creative work to each other – reflecting on what we've learned about performing with power

¡HOLA! SPANISH LANGUAGE & CULTURE

Aim: To enable pupils to feel confident to conduct a basic conversation in Spanish. To learn some cultural traditions linked to Spanish language and the Hispanic community

Week 1: To learn how to greet one another in Spanish

Week 2: To learn different animals and pets in Spanish

Week 3: To learn numbers and to say your birthday in Spanish

Week 4: To learn to say what food or drinks you like and how to order

Week 5: To learn different sports in Spanish and say what you play



**“Children
have felt
empowered.”**

modules in **humanities**

EXPLORING TROPICAL RAINFORESTS

Aim: To enable pupils to understand what makes tropical rainforests unique and why they are so important to us. Pupils will discover the animal and plant life in a rainforest and have their own adventure there (all without leaving the classroom!)

Week 1: Introduction to rainforests – where they are and what they contribute to the planet

Week 2: Understand the four layers of a rainforest and how they are unique

Week 3: Explore how different animals and birds have adapted to their environments

Week 4: Learn about different plant adaptations and describe how people use rainforest resources

Week 5: To examine the reasons behind the deforestation of the rainforest and explore possible solutions to this problem

‘The Emanuel students were really kind and helpful.’



‘Helps to raise aspirations.’

modules in the arts

CLAY CREATURES: WORKING WITH WET CLAY

Aim: To stimulate pupils' imaginations with reference to German biologist Ernst Haeckel's and Japanese artist Ruth Asawa's drawings of natural forms and South African Zizipho Poswa's and South Korean Myung Nam An's ceramic sculptures

Week 1: Explore Ernst Haeckel and Ruth Asawa's work including observational drawing of shells, flowers and organic forms

Week 2: Explore Myung Nam An's and Zizipho Poswa's organic ceramic works and draw up a design for an individual clay creature

Week 3: Develop techniques including slip, score and smooth. Join two thumb pots together to form basic shapes of creatures

Week 4: Continue making clay creatures, using slip and score to add limbs, create extensions and decorate. Utilise specialist clay tools to cut into and shape the creature's completed form

Week 5: Learn about glazes, what they are and how to apply them. Decorate biscuit fired creatures with glaze

Each pupil's sea creature will be fired ready for collection the following week along with their designs and plenary sheets

COMEDY & MASK: INTERACTIVE DRAMA WORKSHOPS

Aim: To develop physical expression and learn to tell stories through movement

Week 1: Explore physicality through a series of Drama games. Look at exaggerating our physicality and building confidence

Week 2: Using stories and fairy tales to explore Drama through mime

Week 3: Using Trestle masks to tell short stories with narration

Week 4: Rehearsing a performance using Trestle masks

Week 5: Performing short plays using Trestle masks

This course is great for building confidence in performing and developing physicality

All performances will be photographed and photographs shared with the school



modules in the arts

ELECTRONIC DANCE MUSIC COMPOSITION

Aim: To learn how to write a piece of EDM using Soundtrap

Week 1: Soundtrap basics: exploring the loops section, track headers, transport bar, regions and presets

Week 2: Choosing vocal, instrumental, percussion and SFX loops to write a short piece of EDM

Week 3: Writing drum patterns using the Patterns Beatmaker and adding effects (delay, reverb) to your tracks

Week 4: Starting your first full EDM track with verses, build ups and drops

Week 5: Completing your EDM track and learning how to export the audio so you can send your final composition to your friends and family

INTRODUCTION TO DJING

Aim: Learn how to use a DJ deck to manipulate and change a dance track

Week 1: Introduction to the DDJ-200 and Rekordbox

Week 2: Using EQ when mixing a track

Week 3: Using FX when mixing a track

Week 4: Using loops when mixing a track

Week 5: B2B (back-to-back) DJ set for all pupils

“I loved the lessons.”

FILMMAKING

Aim: To enable pupils to learn about filmmaking through making their own fun short films.

Week 1: Introduction – learn some of the main principles of filmmaking and experience a film studio setting

Week 2: Development – pitch film ideas and shoot fun trailers in small teams

Week 3: Pre-production – storyboarding and location scouting

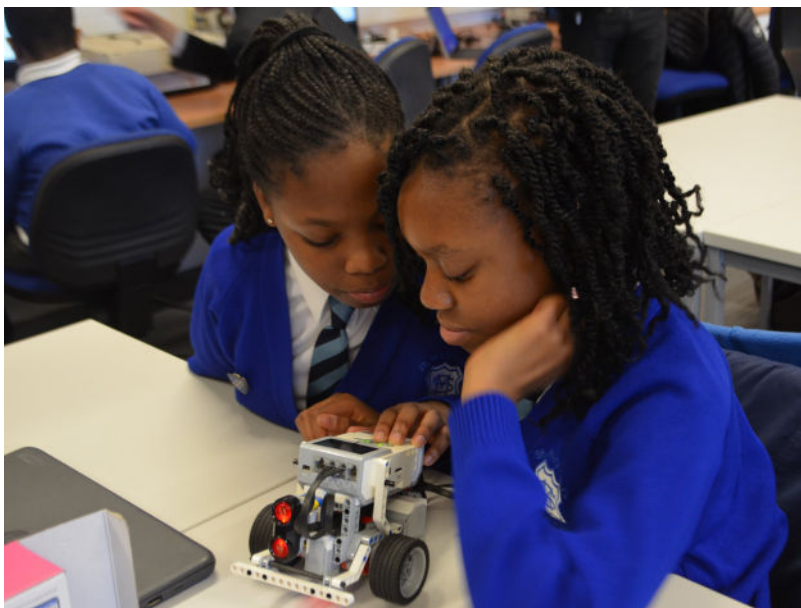
Week 4: Production – shooting short films following storyboards

Week 5: Post-production – editing the films and adding music and titles. Creating promotional posters

Pupils' films will be made available to their school



“The Emanuel students were fun and always there to help.”



THE SCIENCE OF SURVIVAL

Aim: To see how scientific ideas affect different areas of life and to gain hands-on experience carrying out practical work in a lab

Week 1: Lava lamps (Chemistry) – mixing things together can give interesting results

Week 2: Food energy (Chemistry/Biology) – which foods should you eat?

Week 3: The human body (Biology) – how does your heart work?

Week 4: Thermal energy (Physics) – how could you retain heat and stay warm enough?

Week 5: Transport (Physics) – could you make a boat to escape?

DESIGN & TECHNOLOGY: MAKING TOY WOODEN RACING CARS

Aim: To design, make and test the fastest drag car

Week 1: Introduction to the project and Health and Safety

Week 2: Design ideas, cutting and shaping

Week 3: Shaping, drilling, finishing

Week 4: Applying finishes and attaching the wheels

Week 5: Race the cars down our specially-made track

“The children loved the practical science tasks.”

MATHS NINJAS: SOLVING MATHS PROBLEMS

Aim: To provide pupils with the opportunity to tackle a range of engaging mathematical activities working in teams

Week 1: Word problems. Developing the skills and techniques to solve real life word problems

Week 2: Cross number puzzles. Working through a series of mathematical clues to complete cross number puzzles

Week 3: Logic. Learning how to solve logic puzzles

Week 4: Make a number. Practise making target numbers using a set of six numbers and arithmetical symbols

Week 5: Team maths relay. Putting it all together - solving a series of mathematical problems in a pre-determined order in a fun team-based competition

science & maths

GAME-MAKING & ROBOTICS

Aim: To develop problem solving and creativity skills through coding interactive games in Scratch and programming a variety of robots to solve tasks

Week 1: Scratch game making. Learning how to use the Scratch environment to add sprites, backgrounds and basic animation including an understanding of x and y grid coordinates

Week 2: Scratch game making. Learning how to draw and animate vector graphics including learning how to deform polygons and group objects to create animated characters for games and stories

Week 3: Scratch game making. Learning how to develop an understanding of collision detection and the use of variables to add points to scores and deduct points from players

Week 4: Microsoft Arcade Makecode. Developing an understanding of bitmapped graphics in this fun 2D game environment in which pupils will develop their games to run on handheld devices. Images are made using a map of hexadecimal values representing 1 to 16 colours

Week 5: Robotics: We will use Lego Mindstorms and Quad Copters to understand how coding skills can be used to program automated and radio-controlled vehicles

BIODIVERSITY

Aim: To enable pupils to understand the variety and interactions of plant and animals living in our local area. Pupils will take on the role of ecologists with the aim of appreciating how we can have a positive impact on improving biodiversity

Week 1: An introduction to biodiversity

Week 2: Survey the pond to find out how biodiverse it is

Week 3: Survey the plants in the eco-garden to find out how biodiverse it is

Week 4: Learn about what impacts biodiversity

Week 5: Identify how we can increase biodiversity and build structures to improve biodiversity locally

MATHS MAESTROS

Aim: To investigate repetitive patterns in nature, learn about fundamental mathematical theorems, and enjoy applying algebra as a secret weapon to solve puzzles

Week 1: Spiraling into Fibonacci's Most Famous Sequence

Week 2: Introduction to Algebra with the Use of Dotty Grids

Week 3: Examining Digital Roots and Creating Vedic Square Patterns

Week 4: 'Mathemagical' Maths inside Magic Square

Week 5: Explore the World of Pentominoes

application form

Please complete the application form below, scan and then return to lisa.irwin@emanuel.org.uk before
20th July 2022

Name of school	
Member of staff in charge	
Contact email	
Number of pupils (maximum 15)	
Module choices - please choose up to five, ranked from 1 (first choice) to 5 (last choice)	
<i>We cannot guarantee to fulfil all of your choices but we will do our best to accommodate as many as possible.</i>	
Biodiversity	
Clay Creatures: Working with Wet Clay	
Comedy & Mask: Interactive Drama Workshops	
Design & Technology: Making Toy Wooden Racing Cars	
Electronic Dance Music Competition	
Exploring Tropical Rainforests	
Filmmaking	
Game-Making & Robotics	
Gentle Introduction to Politics	
Greek & Roman Gods, Myths & History	
Gymnastics	
¡Hola! Spanish Language & Culture	
Introduction to DJing	
Maths Maestros	
Maths Ninjas: Solving Maths Problems	
Powerful Performance Poetry	
Swimming & Water Safety	
The Science of Survival	