



This Week's L&P

Programme

Tuesday 22nd
March

2.45-4.30pm

DEPARTMENT TIME

Lead: HODS

4:30-4:45pm

BRIEFING

Deep Announcements

Lead: Principal

STRETCH AND CHALLENGE

THE CHECKLIST

Aspire and Challenge outcomes allow students to develop higher order skills and thinking.

Learning hooks are used to excite students' curiosity and connect up the learning.

Classroom rules/behavior encourage and reward curiosity, creativity, risk-taking and resilience and value difficulty.

The lesson contains opportunities for students to learn and use independent working skills.

The lesson contains an element of surprise and risk-taking.

The lesson is appropriately matched so that students can progress from where they were without unnecessary repetition.

The aspire outcome encourages challenge and allows students to go ABOVE and BEYOND their targets

You model and expect answers that are precise and extended in subject specific language.

Students are able to connect and expand on what they have learned using extended abstract thinking.



TEACHERS.
can change lives
WITH JUST THE RIGHT
MIX OF CHALK
and
CHALLENGES