



Essendon C of E Primary School

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## Awe and Wonder Across Our Curriculum

### **English**

- Exploring powerful stories, poems, and rich language that evoke emotion.
- Dramatising texts to bring characters and settings to life.
- Using imaginative writing to spark curiosity and creativity.

### **Mathematics**

- Discovering patterns, sequences, and mathematical beauty.
- Using real-life problem-solving that leads to moments of insight.
- Exploring shapes, symmetry, and fractals in nature.

### **Science**

- Hands-on investigations that reveal surprising results.
- Studying the natural world, life cycles, and space.
- Experimenting with forces, light, sound, and materials.

### **History**

- Uncovering stories of past civilisations and significant events.
- Handling artefacts or exploring replicas of historical objects.
- Re-enacting historical moments to deepen understanding.

### **Geography**

- Exploring maps, landscapes, and global diversity.
- Investigating natural phenomena such as volcanoes and earthquakes.
- Studying different cultures and ways of life around the world.

## **Art**

- Experiencing colour, texture, and form to spark creativity.
- Exploring famous artworks that evoke emotion and curiosity.
- Experimenting with unusual materials and techniques.

## **Design and Technology**

- Creating products that solve problems or meet real needs.
- Investigating mechanisms and how things work.
- Designing and testing models that move, light up, or make sound.

## **Music**

- Listening to powerful compositions from around the world.
- Creating rhythms and melodies using instruments and voice.
- Exploring how music conveys mood, culture, and storytelling.

## **Physical Education**

- Experiencing the joy of movement and physical challenge.
- Working as a team to achieve shared goals.
- Trying new sports or skills that build confidence.

## **RE / Worldviews**

- Exploring big questions about life, purpose, and meaning.
- Learning about diverse beliefs and traditions.
- Experiencing stillness, reflection, or awe through stories and practices.

## **Computing**

- Using technology to create animations, games, or digital art.
- Exploring coding concepts that lead to surprising outcomes.
- Learning how technology shapes the modern world.