

Curriculum Policy

Curriculum Aims

The Curriculum at St John's is based on our belief that the underlying purpose of education is to teach our children how to live their lives fully and richly, to become their happiest and kindest selves.

With this vision in mind, our curriculum aims to:

- Enable children to understand themselves, their strengths and their weaknesses;
- Teach children *how* to learn and to take responsibility for their own learning;
- Give children the confidence to take risks, make mistakes and persevere to solve problems;
- Give children the confidence to find and express their voice;
- Help children to understand and care for others and for their world
- Encourage children to ask questions and develop their abvelB9 (o 3./C2)2.1 (s)10.5 (l-4 (b)9 (v)-0332 (h31 #5.1 (lB9 (o 3./

document. Speaking, listening, literacy and numeracy skills are developed across the curriculum and these documents give more specific details of content and skills.

Personal, Social, Health, Economic and Emotional Education (PSHEE) underpins other curriculum areas and begins with our 'Emotions for Learning' curriculum, which was specially designed at St John's in collaboration with a child psychotherapist. It is based on research in the field of attachment theory and aims to promote secure attachments between children and their teachers so that children learn to manage their emotions and use their minds. Fos23.80onanf4.2 (n)--4 (E)-eaf-6.1,dniac a,3-415.9 11.907 Tw (j)-3.9 (n)-9.1 (-29.535 (e)9 (c)6.3)-6.4 (h)-9.1 (ef03

by choice method, providing different mark schemes to focus work at an appropriate level, questioning at different levels, giving specific roles (such as chairing a discussion in philosophy),

Contextual Wellbeing

To be known, to be noticed, to be valued, to be cared for are fundamental things for all of us, these are the essentials of a good childhood and they are at the heart of the St John's way.

Our teachers devote themselves to knowing each child, to noticing and building on their

