



Stage 2 Term 4, 2025 Creativity

Enduring Understanding New, creative ideas come to life by planning and sequencing steps using the Design Process.		Faith and Character Formation God is the ultimate Creator. His creativity is all around us, in every aspect of our world. We were created to be creative, by sharing our unique gifts and talents with others. Jesus shows us how to live our lives.	
Knowledge What do we want students to know?	An inquiry into: <ul style="list-style-type: none">• Cause and effect• Effective use of the Design Process• Discovering different forms of creativity through experimentation• The use of different materials and techniques to build objects• How technology might be used to enhance our creativity		
Concepts What do we want students to conceptually understand?	Cause and effect ~ the Design Process ~ Imaginative thinking ~ Design Solutions		
Learning Habits What do we want students to be able to do and who we want them to become	Completion of Tasks I plan and organise tasks before starting I am responsible for my workspace and organisation to finish tasks on time I edit my work for areas to improve	Creative Thinking I consider different possibilities and reflect on outcomes I explore new ways of thinking to create something original I push myself to think beyond the obvious, coming up with creative ways to solve problems or approach challenges	Investment and Motivation I set clear and specific goals for my learning, and actively work towards them I stay motivated to finish tasks by staying focused I can describe what I am good at, the things I find challenging and what I would like to improve
Action What might our students do now?	Students will use the Design Process to create, refine, and produce a Stop Motion short, exploring creativity and imaginative thinking as a way to express ideas, tell stories, and reflect God’s creativity by engaging with His world thoughtfully and purposefully.		
Progressive Summative Assessment		Suggested Parent Engagement	
Students will create a short message, depicting cause and effect. This will be mapped out on a storyboard, then produced to create a Stop-Motion film, including character and setting design.		<ul style="list-style-type: none">• Visit art galleries and museums to look at different forms of creative expression over time.• Experiment with different mediums of art at home (paint, clay, technology, dance, song, lego)• Explore cause and effect in different situations, such as Science, cooking, sport, everyday tasks.• Visit the Science Centre	
Links with Learning Areas			
English		Mathematics	Languages
Science		HPE	Technologies (Design)
Christian Worldview		HASS	The Arts
Literacy Focus		Numeracy Focus	
Concepts <ul style="list-style-type: none">- Text structure and organisation- Reading and creating texts- Expressing and developing ideas- Phonics and word knowledge	Skills <ul style="list-style-type: none">- Understand different uses of language and vocabulary for different purposes and audiences.- Create texts that entertain the reader.- Identify and apply appropriate text structure, vocabulary, grammar and punctuation in a variety of written samples.- Apply spelling generalisations, prefixes and suffixes to spell familiar and unfamiliar words.	Concepts <ul style="list-style-type: none">- Number and Place Value- Addition, subtraction- Multiplication and division- Fractions- Angles- Data representation and interpretation- Measurement- Number patterns	Skills <ul style="list-style-type: none">- Solve equations using different strategies- Apply knowledge of multiplication and division facts- Measure and compare using appropriate units.- Identify and investigate number patterns.- Identify types of angles and their features- Organise, represent and interpret data