Good access to resources and technologies across the whole school

- Dissemination of resources is fair across the disciplines
- Review and monitor access to creative activities
- 30 Macs for each faculty
- Dissemination of resources is fair across the disciplines
- Integrated technology that works
- Effective technology available to all

Working towards a fuller understanding of what we mean by creativity

- A school that focuses on students being creative rather than teachers feeling that they are the ones that need to be creative
- Support for risk-taking by staff
- Creativity not defined as simply one of the arts - seen as a way of thinking about and approaching something
- For new technologies to enhance (not replace) traditional knowledge, skills and understanding
- Increased use of the arts in curriculum area to promote expression

Students taking, and being given, more responsibility for initiating their own learning and making choices

- Engaging students in discussing their views on lesson time and non-lesson time
- Student and staff having formalised opportunities for exchanging views, ideas, skills and knowledge
- Confident and expressive students
- Ability for students to find their own creative pathways through the curriculum
- Greater variety and choice of personalised and alternative pathways for students especially in vocational subjects
- Greater freedom for pupils to develop their ideas within teams
- More independent learning/choice

Thomas Tallis
School of Creativity
Three Year Ambitions

Effective Sharing of skills and expertise amongst staff and students

- A school that shares creative approaches effectively
- More opportunities for staff to develop creativity in their own subject
- Students and teachers to exchange knowledge, skill and ideas creatively and imaginatively
- Student and staff having formalised opportunities for exchanging views, ideas, skills and knowledge

Longer blocks of time and longer projects

- Creative areas assignments - mini farm
- Space and blocks of time given over to student led creative projects over much longer lengths of time

A creative agenda that is inclusive. A coherent and cross curricular approach to creativity

- School that is aware of creativity as a thinking process is embedded across the curriculum
- Integration of creative modes of learning into every faculty
- Wider context of learning and cross-curricular awareness
- Creativity throughout the whole curriculum - delivery different models of carousel
- Full community involvement bus drivers/parents/meal supervisors/local shops/policeman
- Creativity embraced an approach across the school
- Creative input for all pupils - access for all - not just 'G and T' - inclusive
- Less pockets of creativity in different subjects. More cross curricular projects and links Arts and crafts from other cultures

"Brightening up the school's environment social and emotional literacy.
All students to leave school to be functionally literate
Get rid of the National Curriculum

Creative opportunities for practical learning and a school that encourages participation

- A fashion department, Baking/cooking club, Vocational opportunities for SEN/SLI students
- Hairdressing, jewellery making, pottery and calligraphy Free music lessons for every child
- Pupils with a mindset and ambition to participate in sports and physical activity
- Direct links to industry

Students taking, and being given, more responsibility for initiating their own learning and making choices