

ACTIVITY & SUPPORT

PROGRAMME

2021 - 2022



VIRTUAL SCHOOL

This is the complete education activity and support programme for academic year 2021-22 being delivered by Halton Virtual School and key partners.

Our programme consists of:

Education & Opportunity Activities – we offer a variety of experiences for our children and young people that focus on a range of academic, personal and independence skills. The activities generally take place during the school holidays. Letters and invitations are sent out to children/young people and carers in advance of the activity/event with a request for confirmation of attendance.

Interventions – we provide extra support to our children and young people through a variety of resources available to us.

The full programme can also be found on the Halton Virtual School website – <u>www.myvirtualschool.org</u> – along with details of events we've run in the past.

Overview of the education and opportunity activity days:

	Monday	Tuesday	Wednesday	Thursday	Friday
	25 th	26 th	27 th	28 th	29 th
October 2021	Y3 to Y6 - 2 Way Virtual Big Telescopes	Y10 & Y11 - Cospaces & VR		Y5 to Y9 - Robot Wars	R to Y2 - Halloween Forest School

	Monday	Tuesday	Wednesday	Thursday	Friday
February	21 st	22 nd	23 rd	24 th	25 th
2022	ALL ACTIVITIES POSTPONED AND RESCHEDULED TO THE SUMMER				

	Monday	Tuesday	Wednesday	Thursday	Friday
	4 th	5 th	6 th	7 th	8 th
April 2022		Y9 to Y11 - The Chocolate Challenge		Y5 to Y8 - Safety Quest	R to Y4 - Pond Dipping & Minibeast Hunt

	Monday	Tuesday	Wednesday	Thursday	Friday
May / June	30 th	31 st	1 st June	2 nd June	3 rd June
2022	R to Y2 - Eat Fit &	Y3 to Y5 - Wacky		Bank Holiday	Bank Holiday
LULL	Move It	Rally		Dalik Holiday	Dalik Holiday

	Monday	Tuesday	Wednesday	Thursday	Friday
July 2022	25 th	26 th	27 th	28 th	29 th
(Summer			Y3 & Y4 - 3, 2, 1		
Week 1)			Lift Off!!		

VIRTUAL SCHOOL

	Monday	Tuesday	Wednesday	Thursday	Friday
August	1 st	2 nd	3 rd	4 th	5 th
2022 (Summer Week 2)	Y6 - Moving Up	Y7 to Y11 - Catapults		Y7 to Y11 - Code- A-Drone	Y11 - Next Steps

	Monday	Tues	sday	Wednesday	Thursday	Friday
August	8 th	9	th	10 th	11 th	12 th
2022		Y3 to Y6	R to Y2 -			
(Summer		- The	I'll Huff & I'll			
Week 3)		Danny	Puff			

	Monday	Tuesday	Wednesday	Thursday	Friday
August	15 th	16 th	17 th	18 th	19 th
2022	R to V2 Sweet	Y4 to Y9 -			
10	R to Y3 - Sweet Science & Super	Forensic Science		Pre-School - The	
(Summer	Slime	& Awesome		Danny	
Week 4)	Sinne	Aerodynamics			

For queries about our activity days or interventions please feel free to contact us at <u>virtual.school@halton.gov.uk</u>.



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Tuesday 26 th October 2021	Thursday 28 th October 2021	Friday 29 th October 2021
Hi-Impact - Cospaces & VR	Hi-Impact - Robot Wars	Halloween Forest School
Years 10 & 11	Years 5 to 9	Reception to Year 2
Immerse yourself in a digital world of your own	5	A child led woodland adventure. Linked to the
design. Use online digital software to create a	compete in a dramatic race to the finish line. Which	theme of Halloween, with activities led by
virtual world in just about any setting imaginable -	robot will be the last one standing?	children's imaginations and interests linked to a
from fantasy lands to virtual museums.	Aims:	story.
Aims:	• To learn about the chariot builders of the past.	Aims:
 To create a virtual world of your own 	• To work as a team when designing and making	 To take part in outdoor activities promoting
imagination and design.	their own functional chariot.	well-being and communication.
• To use an inbuilt coding program to add	• To use Sphero robots accurately and	 To work together – building relationships.
animation and interaction to these worlds.	strategically during the making process.	 To use problem-solving skills.
• To share your online 'stories' with others.		• To explore the area imaginatively and create
		their own stories.
Curriculum links:	Curriculum links:	Curriculum links:
• Computing – Develop and apply their problem-	• Design Technology – Develop their ideas through	• PSED/PSHE - Confident to try new activities, to
solving, design and computational thinking skills.	discussion, sketches and diagrams. Select and use	work together and to talk about their ideas and
Have practical experience of writing computer	a wider range of materials and components.	take other's ideas into account.
programs in order to solve problems. Can	Evaluate their ideas and products against their	 Communication and language/spoken language
evaluate and apply information technology.	own criteria.	 Maintaining attention, joining in with
• Skills & Careers – Develop a basic understanding	• Computing – Design programs that accomplish	discussions and bringing narrative to their
of VR and game-design technologies (and	specific goals.	experiences.
associated careers).	• PSHE – Working together as a team in order to	 Science – Exploring the environment
	achieve a specific goal. Listening to the ideas of	Imaginative play
	others.	5 - F - 7



Spring Break 2022 Week 1

Tuesday 5 th April 2022	Thursday 7 th April 2022	Friday 8 th April 2022
Elevate – The Chocolate Challenge	Safety Quest	Norton Priory – Minibeast hunt
Years 9 to 11	Years 5 to 8	Reception to Year 4
 Chocolate, chocolate, chocolate!!! Work in teams to design and make your very own box of chocolates - taste testing will be required! Develop marketing strategies and your own branding for your product prior to pitching it to our judging panel. Which box of chocolates will they prefer? Aims: To work as a team in order to design and make a brand-new product. To develop an awareness of different careers - product development and marketing. To evaluate a product in terms of its success criteria. 	 A visit to Safety Central, a purpose-built interactive centre to explore a range of safety themed activities including; fire, road, electricity, travel, cyber, building site, water safety, accidents at home, bullying, 5 ways to well-being, healthy eating, the countryside code and first aid. The day begins and ends with an interactive quiz to test knowledge and understanding before and after the visit. Aims: To learn essential life skills To develop an awareness of how to stay safe and help others through role play activities, scenarios and interactive sessions. 	 Children will take part in a mini-beast hunt, pond dipping session and bee themed activities learning all about different insects and their habitats. Encouraging identification skills, number skills and speech, language and communication as they learn about the natural world around them. Aims: To learn how to classify minibeasts according to their characteristics. To develop an understanding of the word 'habitat' and how these vary. To demonstrate care and sensitivity when handling living creatures in their natural habitat.
 Curriculum links: Skills & Careers – Experience of different roles in the product development, marketing and branding industries. Design Technology – Use research and exploration to identify and understand user needs. Select from and use specialist tools, techniques, processes, equipment and machinery precisely. 	 Curriculum links: PHSE - Confidence building and self-expression PSHE - intrapersonal skills - Building confidence and resilience. PE skills - Links to personal health and promotion of physical sustainability. Improved mental health and well-being. 	 Curriculum links: Science – Observe closely, using simple equipment. Identify and name a variety of common creatures (minibeasts). Identify that most living things live in habitats to which they are suited. PSED/PSHE - Confident to try new activities and work together as a team and share ideas.



Summer Half Term 2022

Monday 30 th May 2022	Tuesday 31 st May 2022
Eat Fit & Move It	Wacky Rally
Reception to Year 2	Years 3 to 5
 An activity packed day exploring healthy eating and exercise. We'll be playing games to reinforce healthy options as well as testing out our senses during a taste testing activity. We'll also explore a range of activities that will get us moving. Aims: To learn about healthy eating, exploring healthy choices and make your own healthy lunch. To explore our sense of smell, touch and taste in taste testing of different foods. To Look at different way to keep active – not just through exercise! 	 Build your own balloon car racers and experiment with the design before entering it into the Wacky Championship Rally. There will be prizes awarded to the car that travels the furthest, the one that goes the fastest and the one with the best design. Aims: To build cars which are propelled by balloon power. To experiment with designs and explore factors that would affect how fast or how far a car goes as well as how it looks.
Curriculum links:	Curriculum links:
 PSHE – what makes a healthy lifestyle including benefits of physical activity, rest and healthy eating. PSHE – recognise opportunities to make their own choices about food, what might influence their choices and benefits of eating a balanced diet. Cooking & Nutrition – use the basic principles of a healthy and varied diet to prepare lunch. Science – biology – make use of the different senses to distinguish smells, tastes and texture of different foods. PE Skills – participate in team games. PE Skills – use basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination in a range of activities. 	 Science – physics – Newton's Third Law, the balloon pushes air out backwards and the car and the balloon get pushed forwards. Design Technology – come up with elements of a balloon car that can be changed which can affect its performance. Design Technology – experiment with different materials and designs to improve a balloon car's performance. Art & Design – to use a range of materials creatively to design and make a balloon car. Maths – to measure the distance a balloon car travels. Skills & Careers – practical focus on STEM skills.

Wednesday 27 th July 2022
Hi-Impact - 3, 2, 1 Lift Off!!
Years 3 & 4
Take inspiration from the Saturn V rocket - Design and build your own rocket and 'launch' it outside using compressed air. Use slow-motion video footage
to watch it fly all over again!
Aims:
To learn the forces involved in overcoming gravity.
 To design and build a rocket from bottles and other materials.
To evaluate your final designs and suggest improvements.
Curriculum links:
Science – Compare how things move on different surfaces.
• Science – Using results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions.
Design Technology – Understand how key events and individuals have helped shape the world.
Design Technology – Generate, develop, model and communicate ideas.

Monday 1 st August 2022	Tuesday 2 nd August 2022	Thursday 4 th August 2022	Friday 5 th August 2022
Moving Up Transition Day	Hi-Impact - Catapults	Mako Create - Code-a-Drone	Next Steps Transition Day
Year 6	Year 7 to 11	Year 7 to 11	Year 11
 A chance to experience an activity they might never have tried before to gain new skills and have lots of fun at the same time! Aims: To celebrate the end of primary school. A chance for personal development. Offer support around transition to secondary school. 	 Work as a team in order to build a large-scale working catapult. Experiment and test the accuracy of your new machine by launching a series of projectiles – Which team can make them fly the furthest? Aims: To investigate the role of trebuchets and catapults. To design and build a large-scale working catapult from different materials. To develop communication and teambuilding skills. 	 Have a go at coding a mini-drone to make it take off, fly, turn, do stunts, take photos and land safely. Put your new skills to the test in a series of challenges. Aims: To learn to code a mini-drone. To solve problems using IT. 	 A chance to experience an activity they might never have tried before to gain new skills and have lots of fun at the same time! Aims: To celebrate the end of secondary school. A chance for personal development. Offer support around transition to post-16.
Curriculum links:	Curriculum links:	Curriculum links:	Curriculum links:
 Transition – Managing change positively and knowing where they can go for support if needed. PSHE – intrapersonal skills – building confidence and resilience. PSHE – intrapersonal skills – communication and team work. 	 Design Technology – Build and apply a repertoire of knowledge, understanding and skills in order to design and make products for a wide range of users. Design Technology – Critique, evaluate and test their ideas and products and the work of others. PSHE – Developing their ability to work as a team in order to achieve a set goal. Listening to others and respecting their opinions. 	 Computing - design, write and debug programs to accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Computing - use sequence, selection, and repetition in programs; work with variables and various forms of input and output. 	 Transition – managing change positively and knowing where they can go for support if needed. PSHE – intrapersonal skills – building confidence and resilience. PSHE – intrapersonal skills – communication and team work.



Tuesday 9 th August 2022				
The Danny	Hi-Impact - I'll Huff and I'll Puff			
Years 3 to 6	Reception to Year 2			
Join us aboard the Danny - a rescued steamship with a colourful history. Children will have the chance to explore different areas of the ship whilst completing a fun trail. We will also be getting creative whilst taking in the scenery on the riverbank and on the ship. Aims: • To learn about the history of a working steam vessel from the past (1903-1936). • To work with others on different projects. • To use problem solving skills in completing tasks. • To use creative skills to create a piece of artwork.	 Building on the classic tale of the 3 Little Pigs – Children will work together to build 3 buildings using different materials before each is tested by 'the big bad wolf'. Aims: To develop an ability to work together. To experiment with different tools and materials. To evaluate their own builds. To create digital records of the investigation. 			
 Curriculum links: Art – use art materials and techniques to create a piece of work. Explore and make use of a wide colour palette. Science & Technology – explore different areas of a steamship including the engine room, speak to the volunteers on board to find out how the ship runs. History - tracing how aspects of history are reflected in the local community. PSHE - Working as a team to complete different activities. Building confidence and resilience. 5 ways to wellbeing: Connect - interacting with peers and adults about the ship, taking part in team activities. Be active - exploring the ship and surrounding riverbank. Keep Learning - discover how the steamship runs, learn about some of the Danny's history and how it was saved from the scrapyard. Give - take time to listen to the volunteer's stories. Take Notice - paying attention to the surroundings to complete a creative task. 	 Curriculum links: PSED/PSHE - Confident to try new activities and work together as a team and share ideas. Communication and language/spoken language – Maintaining attention and contributing to discussions. Expressive arts and design/Science - Experimenting with materials and developing an understanding of the world around them. 			

Monday 15 th August 2022	Tuesday 16 th August 2022	Thursday 18 th August 2022
Sweet Science & Super Slime	Forensic Science & Awesome Aerodynamics	Open Day on the Danny
Reception to Year 3	Years 4 to 9	Pre-School (with parents/carers)
 Learn the science behind sherbet fizz, candyfloss and ice- cream making. Then explore non-Newtonian fluids, experiment with oobleck and make your own fluffy and clear slime. Aims: To make sherbet and ice-cream, carry out a chromatography experiment with sweets. To explain why sherbet fizzes on your tongue and why some sweets taste more sour. To understand how crystal size affects the texture of ice cream. To describe properties of non-Newtonian fluids. To understand how to slow the sinking of an object in quicksand. To make fluffy slime and clear slime. 	 Solve a crime using a range of techniques on sample evidence found at the crime scene. Then experiment with the science behind flight. Aims: To carry out ink chromatography, blood splatter analysis and lifting fingerprints. To discover what blood splatter patterns and hair samples can tell you. To understand how casting can help you solve a crime and take a cast. To learn some fun facts about aerodynamics. To construct and launch a rocket, build a hovercraft and have fun making and launching paper planes. 	 Enjoy a day-out on The Danny – The North-West's very own Art Deco Steamship. Encourage the little ones to explore all the sights and sounds that this exciting ship has to offer. Take part in different activities including story-time, songs, play and arts and crafts. Aims: To use all the senses when exploring different surroundings. To take part in different activities such as singing, play and constructing. To meet new adults and other children. To develop imagination and curiosity through play.
 Curriculum links: Science – identify non-Newtonian fluids and describe their properties. Science & Food Technology – explore how heat can change the structure of sugar to make candy floss. Science & Food Technology - applying heat to dissolve and combine ingredients followed by changing a liquid into solid through cooling. Life-skills – Basic cookery techniques and hygiene when handling food items. 	 Curriculum links: Science – using straightforward scientific evidence to answer questions or to support findings. Science & Technology – Learning about aerodynamics, the forces acting on a rocket and aeroplane. Science & Technology – Know what an amphibious craft is. PSHE – Team work and communication skills. Skills & Careers - focus on STEM based skills including forensic science techniques and looking at engineering. 	 Curriculum links: PSHE – Promoting emotional, social, physical and intellectual development. Creating curious learners with a positive and problem-solving attitude to learning. Language and communication – Encouraging the sharing of thoughts and feelings. Maintaining attention, joining in with discussions and bringing narrative to their experiences. Interaction with others – Learning how to work alongside adults and other children.



Educational Interventions



Intervention	Target Group	Details	
1:1 Direct Work	As requested	 1:1 sessions working alongside the Education Support Workers. Targeted support for children or young people who may need additional help within a range of different areas. Aims: To provide 1:1 support on a short-term basis. To focus upon different areas, including emotional support. To monitor the short-term impact of these sessions; providing feedback to those adults involved. 	
1:1 Tuition	As requested	 Working alongside a tuition agency to arrange after- school tuition for a range of subjects - if a child or young person should request this support. Aims: To provide good quality 1:1 support in identified subjects. To provide tuition in more than one subject should it be needed. To monitor progress through reports received from tutors for each session. 	
Virtual School Website	Primary, Secondary, Post-16	 Developing sections within the Virtual School website to support children and young people from primary through to post-16 as well as parents and carers. Aims: To provide activities and ideas for learning at home and supporting positive mental health and wellbeing. To provide subject specific information including quick guides and links to relevant websites. To provide worksheets for a range of subjects. To provide information and guidance around key stages including Year 8/9 options years and post-16 options. 	

Intervention	Target Group	Details	
Activity Packs	Aged 0-16	 Tailored activity packs have been put together and posted out to children and young people aged 0-16 during the Easter/Summer holidays. These include items such as books, games, worksheets, arts & crafts and hands on activities. Aims: To provide a range of resources to be used at home either independently or with parent/carer support. To support a range of skills and curriculum areas including reading, writing, speaking & listening, maths and mental health & wellbeing. 	
Storytime Magazine	KS2 – identified through PEPs and feedback	 A year's subscription to a story magazine sent out monthly to each child at their placement address. Aims: To develop an interest in reading through brightly illustrated magazines rather than books. To develop reading skills through easy-to-read short stories. 	
Curiosity Book Club	Reception & targeted children identified through PEPs and attainment results	 Partnership with local bookstore 'Curiosity Bookshop' to provide individualised book parcels sent out to a child's placement address once every half-term for the whole academic year. Aims: To encourage reading at home by providing reading materials that a child can read individually or with parents/carers. To tailor reading materials to suit individual needs, levels of reading and interests/hobbies. 	
Post-16 Opportunities	KS3, KS4 & Post-16	 Linking in with different colleges and universities - identifying further education opportunities, courses which are available, campus tours, meeting student reps who are care leavers and taking part in events being run by outreach teams. Visits to career and skills fairs to look at a range of career options and in some cases to get a hands-on experience of the skills involved in different jobs. Aims: To provide young adults with a range of options outside of the school setting. To identify potential further education options or potential careers which may be open to them. 	