

ACTUALISE LEARNING

Nurture. Educate. Advance

Accession

- **Cognitive creativity** (relates to a thinking process that helps creative thinking)
- Learning cycles, to be made from one subject into another
- Circa 15 – 20 activity themes, per learning cycle
- 3 stages of learning cycles (one level builds on the next)
- ‘Game master’ – parent in charge of asking questions to participants
- Time restraints – 2 minutes allowed, per activity to complete (egg timer)
- £5.99 – £7.99: price point

21st Century Skills

Future career skills

- Individuality

Decision making skills

- Problem solving

Problem solving skills

- Problem-based learning

21st Century Knowledge

Maths and beyond

- 2D Shapes
- 3D Shapes
- Factors, multiples and primes

PSHE and beyond

- Happiness

- Positive psychology