



Genius Hour

P4-7 pupils will be undertaking Genius Hour on a Monday from 2pm –3pm.

This is instead of Big Break - when we observed the P4-7 pupils during Big Break we found there was little to no deeper learning through play taking place. In fact some of our pupils struggled to think of anything to play in our boring playground with no resources!

Genius Hour involves the pupils putting together a project proposal. Coming up with something they are interested in or a question they want answered and then going off and finding out / solving / taking control of learning / developing new skills.

Please note: If the answer can be found by a quick internet search then it is not a project for Genius Hour.

1. Come up with a question or area of interest you want to study. Pupils will undertake their own project.
2. Get your proposal approved by Miss Dale and Miss Brockie Donald.
3. Research to find answers and deepen your knowledge.
4. Build a model or carry out practical aspects of the project.
5. Log your work every week to show you are being productive.
6. Share your project with the class and the school community through the Blogs and Assembly.

We introduced the pupils to the idea of Genius Hour on Monday and gave them time to talk in groups about potential ideas for projects. **Here are a few ideas that pupils wrote down:**

Different Dance styles — how to perform them

How does an engine work? Can I build a working model?

I am going to make a movie — how do I do it?

I am going to make a music video

I want to improve my drawing skills and learn from other artists

Design a Website

I want to study botany— what plants are growing in and around Holywood

Other ideas:

Make a coracle from willow

Use natural materials to make paints and dyes — use them for art

Learn about Indian spices and use them to cook different dishes

Hollywood Now and Then — how has the view from the school changed — what will the future look like?

History — we will only be approving history ideas if they advance skills as well as knowledge. For example: you may want to find out about Ancient Egypt so that can study Pharaohs and their pyramids, you might then want to try to construct a model pyramid using only the tools and resources that would have been available in ancient Egypt. This moves the project into a technology / design project and requires skills and problem solving. It also allows the pupil to move beyond the research and share new learning at the end of the project.

Pupils can undertake work in their own time at home or at school (breaks and lunchtime) however we must remind parents that the project belongs to the pupil. This is about our pupils taking responsibility for taking their learning forward. Teachers and parents are there to listen to ideas, support to solve problems, help provide resources and to ask questions to help pupils think things over and move forward.

End of this project (project sharing week will begin on) Monday 30th March 2020