

What is Innovation Pod?

Innovation Pod is a unique set of cutting-edge, education programmes that, not only give children relevant skills for their future, but also help them to develop a growth mindset so that they can overcome any obstacle along the way.

We teach children resilience and perseverance; how to overcome failure and embrace challenges; how to be innovative within a design concept; and how to lead their peers.



Our Values

We are committed to encouraging children of all education levels, income and upbringing to learn new skills and to open up a future of endless possibilities. Every day, we find that our pupils are breaking the mould and redefining what they thought was possible of themselves.

Our Assessment

In our lessons, we create a learning environment where effort and self-evaluation are valued over attainment. However, we also understand the need within schools for summative assessment and draw all of our attainment goals from the national curriculum, which we monitor on a platform that can be easily accessed by the school at any time.



Coding

Overview and Curriculum Links

With clear links to the national curriculum for computing, our Coding course gives pupils the skills to manipulate and programme information technology for whatever purpose they choose. The pupils are taught to communicate in computational languages so that they can become creative users of technology.

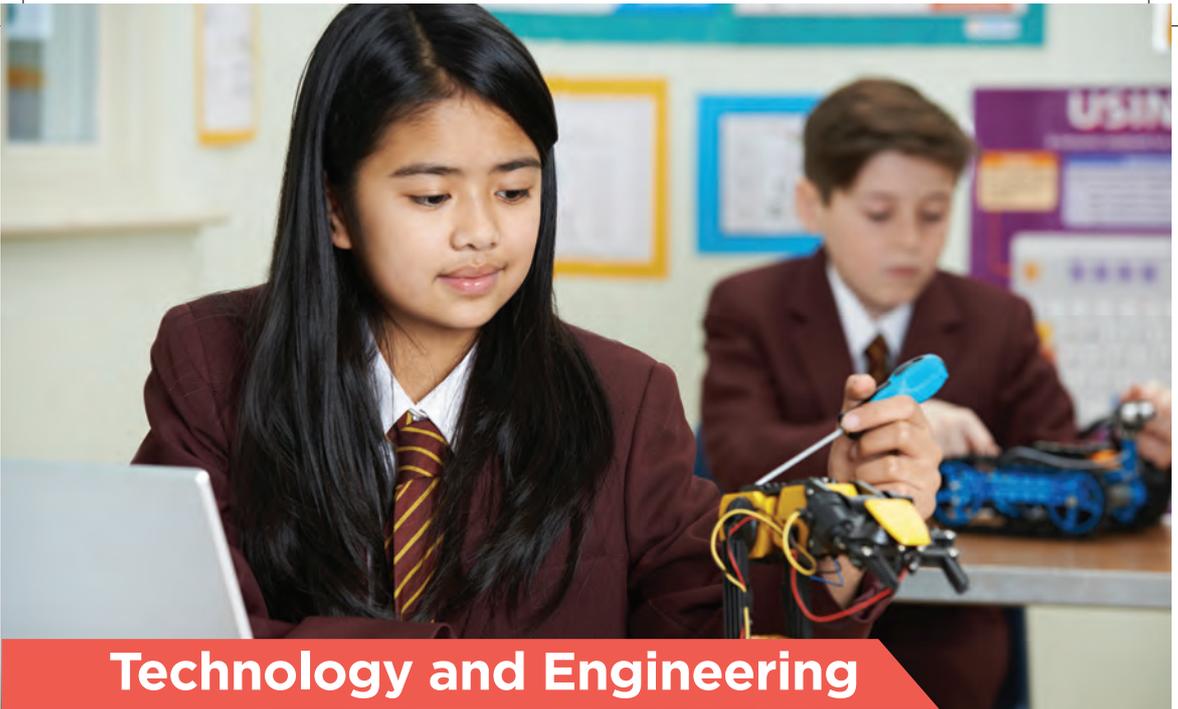
► Example Programmes

KS1

In our key stage 1 programmes, children learn how to input algorithms in order to create specific outputs and how to debug unsuccessful sequences. They learn how to sort through information and organise digital content. We use a range of award-winning applications such as Lego, Lightbot and Codea to teach key computational concepts including: looping, variables, sequencing and conditionals.

KS2

At key stage 2, children learn computational languages in order to write their own programmes. We encourage them to collaborate in project-based activities which provide them with a platform to be creative in their computing. At this stage, children typically create games, apps and digital art and learn how to programme robotics.



Technology and Engineering

Overview and Curriculum Links

Our Technology and Engineering programmes are multi-disciplinary courses with curriculum links to design technology, mathematics, science, computing and art. The pupils evaluate engineering achievements and use their own designs to build a variety of products for the improvement of their society. In this way, they are encouraged to think about the needs of others and become responsible and innovative citizens.

► Example Programmes

KS1

Many of our key stage 1 Technology and Engineering programmes centre around movement. The pupils learn how natural elements, such as air and water, can affect movement and how these elements can be manipulated with human design. We organise collaborative activities where the children experiment with pulleys and motors and build a range of products including boats, kites, parachutes, cars, cranes and aeroplanes.

KS2

As the children progress in their understanding of engineering, we bring their focus to construction and electrics. Pupils evaluate existing construction designs and use these to innovate new ideas. Our group tasks include building kinetic and electric vehicles that travel across bridges and through tunnels that the children have built themselves. The pupils learn to work scientifically by using their acquired knowledge to hypothesize about their experiments and to evaluate their achievements.



Problem Solving

Overview and Curriculum Links

Our Problem Solving programmes support the national curriculum for mathematics by giving the children the necessary skills to tackle the SATs reasoning papers. We show the pupils a variety of approaches to solving problems, develop their reasoning skills and encourage them to apply mathematical language to explain their work. As they progress in their understanding, we show them how they can apply their problem solving skills to non-mathematical situations, such as making choices and solving dilemmas.

► Example Programmes

KS1

In our key stage 1 programmes, the children collaborate in mixed-ability groups to solve day-to-day problems. These can include planning clubs, organising competitions, running a shop and designing learning spaces. In each task, they will have to solve a variety of arithmetic and conceptual maths problems by applying a methodological approach.

KS2

In key stage 2, pupils continue to apply a variety of approaches to increasingly complex problems. They learn how mathematics and reasoning also form an important part of science, technology and engineering.



Mad Science

Overview and Curriculum Links

Our Mad Science experiments allow the pupils to develop essential knowledge and a thirst for scientific inquiry. As well as weekly lessons, we offer full and half-day events to spark your pupils' love of learning and to showcase their investigations.

Our programmes cover every aspect of the national curriculum's statutory requirements for teaching science and can, therefore, be the sole source of scientific learning at your school. We can set out your school's curriculum for science on a year-by-year basis and make this information available for you to publish online.

► Example Programmes

KS1

In the younger years, children learn how parts of the natural world can be grouped and categorised by specific features and how materials have different properties and uses. We get our hands dirty in soil and plants and build structures from wood, plastic, metals and glass.

KS2

Children in key stage 2 learn the process of scientific inquiry from generating hypotheses to drawing conclusions and, of course, the elements of fair testing. Pupils experiment with light, movement and forces and form their own investigations to make discoveries in the natural and physical worlds.



Oracy

Overview and Curriculum Links

Oracy refers to pupils' ability to express their ideas and opinions verbally through debates, presentations or discussions. The latest national curriculum has put a new emphasis on oracy, valorising its importance in pupils' development, "across the whole curriculum – cognitively, socially and linguistically" (DfE 2014).

Our topics for discussion are real-life debates which are relevant and current. We explore politics, philosophy, science, religion and current affairs, encouraging the children to challenge the status quo and to constantly re-examine their own opinions.

► Example Programmes

KS1

In our key stage 1 programmes, children consider an issue from a different point of view and present arguments that they don't necessarily agree with. In doing this, they learn to predict others' responses and are more adept at forming counter arguments. At this stage, we discuss topics which affect the children's immediate daily lives, such as building homes on local green spaces, age restrictions on children's literature and changes to school holidays.

KS2

At key stage 2, the children are expected to debate wider issues within their own and others' societies, such as corporal punishment, immigration and political reform. Pupils also discuss philosophical debates, such as moral reasoning and aesthetic taste.



Young Entrepreneurs

Overview and Curriculum Links

Our Young Entrepreneurs programmes have strong links to the national curricula for English, business studies, design technology and citizenship. The pupils collaborate in a range of projects, taking on a variety of roles which help them to develop leadership and team skills. Importantly, the children begin to develop an understanding of the commercial world around them and the various marketing and advertising strategies they are exposed to daily.

► Example Programmes

KS1

In our key stage 1 programmes, pupils will be given specific items which they have to market and sell. The children will have their own business roles and tasks, such as logo designer, reporter, advertiser and sales executive, and learn to give each other constructive feedback along the way. As the final product comes together, the pupils see how a big project is made up of different individuals' work.

KS2

In key stage 2, there is a greater expectation for the children to create their own roles in their businesses by reflecting on the skills and strengths of members within their groups. The pupils have the opportunity to create their own products that they then try to gain investment for. They learn about branding and create themes that run through all of their marketing and sales material.



Visual Literacy

Overview and Curriculum Links

Advertisement and marketing campaigns rely more and more on imagery and branding to convey their message. It is, therefore, vital for the 21st century child to, not just be literate, but to develop visual literacy and be able to understand how they are influenced by images in the world around them.

With curriculum links to English, art, media studies, mathematics and design technology, our Visual Literacy programmes teaches pupils how to communicate to an audience using a range of medium, including photography, videography, collage, comics and infographics.

➤ Example programmes

KS1

In our key stage 1 programmes, we typically utilise mediums such as photography, collage and comics to help the children develop a range of visual literacy skills. They learn about colour associations, colour schemes, symmetry and how to direct an audience's attention.

KS2

Pupils studying in our key stage 2 programmes are encouraged to experiment with all mediums when designing images. They learn how to create an overall style and consider a range of design aspects including composition, font type, focus, colour and iconography. In our mathematics focused module, we also create infographics to display data in a range of artistic ways.



CPD Opportunities and Inset Days

Many of the schools that we work with like to utilise our expertise to provide training for their teachers, which we are more than happy to do! We can provide full-day, half-day and even 1 hour sessions to help your staff learn new skills and new ways of teaching.

Teaching Innovation

Inspire pupils to take risks in their creative design and to pioneer new ideas and new approaches.

Coding

Teach pupils the skills to be creative in their approach to computing and to open up a world of possibilities.

Metacognition

Promote the skills which allow children to become reflective practitioners who can spearhead their own learning.

Oracy

Build talking opportunities into every lesson and scaffold children's ability to debate, discuss and present in spoken English.

Growth Mindset

Cultivate attributes of perseverance, resilience and determination and encourage students to actively seek out a challenge.

Problem Solving

Accelerate your pupils' mathematical reasoning ability while also giving them approaches to solving problems that they can apply to the whole curriculum.

Whole School Approach

As well as running our innovative programmes, we also help schools in creating their own. We offer a full package of services, including lesson plans, staff training, observations and support to the senior leadership team in implementing plans to become a centre of innovation.

Innovation is for Everyone

Get in touch



We'll arrange to come out to your school or speak with you on the phone – whatever suits you best! We'll discuss the specific needs of your school and create a fully individualised programme that teaches the subjects that you want at the times that you need.

1



Show off

We'll help you showcase the amazing work that your pupils achieve in our sessions through newsletters and media which can appear on your website or in the local press.

4



Skill up

Choose any of our CPD training sessions for free so that your school can become a centre of innovation where all staff are trained in 21st century skills.

3



2

Spread the word

We'll give you plenty of promotional material so that you can advertise the range of subjects that your school offers to current and potential parents.

**WE LOOK FORWARD TO GIVING YOUR PUPILS
AN EDUCATION OF A LIFETIME.**



