

At Highfield we work to create motivated, competent and engaged learners who can understand the world around them, solve problems and most of all make decisions with confidence. Cognition is a key strand of our curriculum which enables pupils to develop skills to become independent adults who can stay resilient when faced with a challenge.

Maths

- Using Money recognising & using coins, comparing prices, reading price lists such as menus, adding totals, working out change.
- Time reading common clock times, working out time intervals, using timetables.
- Working with a variety of tables & graphs to understand the real world.
- Using 4 operations to solve problems
- Knowing some common units of measurement and being able to compare sizes of everyday objects.
- Recognising mathematical names of shapes of everyday objects.

Science

- Health understanding what contributes to a healthy lifestyle
- Making useful compounds
- Human body being aware of the major parts of the body including vital organs and their functions.
- Universe having some understanding of our place in the Universe, such as knowing the major bodies in the Solar System and having some idea of the enormous distances involved.

Intent

A focus on cognition runs throughout the entirety of our curriculum in order to support students in developing new and transferable skills which can be applied in real-life situations. Developing our students' ability to understand and utilise information from the world around them will enable them to become more independent through developing confidence in encountering and finding solutions to problems and being able to make informed decisions.

<u>Implementation</u>

Cognition is delivered at Highfield through the following programmes:



Accreditation

- Entry Level Certificate: Entry Levels 1, 2
 & 3 (EdExcel exam board).
- Functional Skills: Entry Level 1, 2 & 3 and Level 1 (EdExcel exam board).

ICT

- Operating Interfaces using touchscreen technologies and operating systems to manage information and carry out tasks
- Digital Literacy organising and presenting information whilst combining multiple forms of media
- Content Creation creating original digital content using a range of programs and applications
- Research accessing the internet to find and utilise information
- E-Safety understanding how to stay safe online and associated dangers

<u>Problem Solving & Thinking – EQUALS S.O.W</u>

- Making Connections -teaching routines, language for thinking, maths concepts, social stories, DT/construction.
- Investigating and Exploring playing with materials, trial and error, cause and effect, role play of scenarios, memory games.
- Awareness of Others understanding emotions, social and moral dilemmas.
- Working Through a Problem using and applying, repetition and sequencing actions, modifying/sabotaging, reviewing/evaluating.

Opportunities will be provided across all aspects of the curriculum to develop and embed cognition and problem-solving skills in a range of situations.