



LLANGYFELACH PRIMARY SCHOOL

Pengors Road, Llangyfelach, Swansea, SA5 7JE

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Chair of Governors: Michelle Kidwell



Play, Learn & Grow Together

LLANGYFELACH PRIMARY SCHOOL

**Science & Technology
Area of Learning Leader Action Plan
2024-25**

www.llangyfelachprimaryschool.co.uk

Main Objective: Develop planning for scientific enquiry skills throughout the school.

Actions & Success Criteria	Resources	Timescale	Sources of Evidence
<ol style="list-style-type: none"> 1. Work with staff to develop a range of engaging exemplar scientific enquiries which could be adapted by teaching staff to be based around class projects. 2. Provide relevant and usable resources to be able to use within class setting to improve scientific understanding and boost enquiry skills. 3. Staff to use Insight Tracking to ensure learners consistently produce high standards of enquiry work at appropriate level of challenge. 4. Work alongside the iTeam and whole school within Reflection sessions to collate ideas for enquiry and interest within class projects. 5. Suggest potential enquiries that could take place both indoors and outdoors. 6. CREST Award Scheme sessions to further develop enquiry skills throughout PS 3.2 and 3.3 and promote independent enquiry. <p>As a result of the above actions:</p> <ul style="list-style-type: none"> • All staff will be confident at planning and delivering enquiry sessions within their projects. • Pupils will gain a sense of ownership over the enquiry process, having suggested a variety of enquires within their topics. • Nearly all learners make excellent and sustained progress in ‘Evaluating Scientific Enquiry’ strand in Science & Technology AoLE. 	Insight Tracking ADDs Sessions Meetings with PVGs Reflection Sessions Learning Projects	<p>Review 1 November</p> <p>Review 2 March</p> <p>Review 3 July</p>	Workbooks SUP Sessions Listening to Learners LPS Class Webpage Weekly Planning Insight Tracking

Future Objectives

2025-26: Develop the planning, designing and making of products (physical and digital).

2026-27: Develop the inclusion of VR experiences within projects throughout the school.