

## Challenge Me Curriculum Intent: Key Stage 4 2025 - 2026

At Compass School, the Challenge Me curriculum aims to equip pupils with the creativity, knowledge, and skills to thrive in an ever-evolving technological world. We believe that Challenge Me plays a vital role in:

- Nurturing problem-solvers and innovators: By engaging in design challenges and projects, pupils develop critical thinking skills to identify needs, explore solutions, and create functional products.
- Empowering informed consumers: Pupils gain a deeper understanding of design processes, materials, and technologies, enabling them to make informed choices as consumers and future citizens.
- Developing practical and technical skills: Through hands-on experiences using a variety of tools and equipment, pupils build essential practical skills and gain confidence in working with different materials.
- Fostering collaboration and communication: Project work encourages teamwork, communication, and collaboration, preparing pupils for success in future careers and life in general.
- Promoting creativity and self-expression: Pupils explore their creativity through design thinking and problem-solving, allowing them to express themselves through the products they create.

We are committed to providing a stimulating learning environment that fosters a growth mindset, where pupils are encouraged to experiment, learn from mistakes, and take pride in their achievements.

Our curriculum is designed to be relevant and engaging, incorporating real-world contexts and industry trends to spark pupil interest and equip them with the skills they need to be successful in the 21st century.

By the end of KS4 pupils are expected to build on and consolidate their skills and knowledge in craft, art and design techniques from KS3. Pupils in year 10 and 11 will work towards a level 1 NCFE in Creative Craft which will increase their proficiency in craft, art and design techniques, including project planning and research as well as further develop their practical, critical and creative thinking to refine, present and evaluate their work whilst adhering to health and safety procedures. Due to the transient nature of our Key Stage 4 cohort, as pupils join the school they will be assessed and a plan will be put in place to decide which units they will be best placed to complete in the time they are with us.

### Skills and Knowledge Key Stage 4

Every half term, we ensure that we offer cross curricular (Cc) opportunities to our pupils as well as covering Social, Moral, Spiritual and Cultural (SMSC) elements.

These are detailed below using the following codes, enabling us to track what is delivered in each subject:

Cross Curricular Links include: M (Maths), Eng (English), Sc (Science), PS (PSHE), FT (Food Tech), CR (Craft), AD (Art & Design), C (Computing), G (Geography), H (History), En (Engineering), R (Reading), Ec (Economics)  
 SMSC Links include: B (British Values), Sp (Spiritual aspects), M (Moral aspects), So (Social aspects), C (Cultural aspects), R (Religious aspects), Rel (Relationships), P (Prevent), E (E-Safety), I (Individual Advice & Guidance & Careers), H (Healthy Lifestyle including wellbeing)

	Key Stage 4 Topics	Key Stage 4 Skills	Key Stage 4 Knowledge
HT1	<p style="text-align: center;"><b>NCFE L1 Creative Craft Unit One</b></p> <p style="text-align: center;"><b>Exploring Craft Resources</b></p> <p style="text-align: center;"><b>Mosaics influenced by</b> Will Rosie Mosaic Artist &amp; <b>Clay Modelling Inspired by</b> Gargoyles and Grotesques</p> <p style="text-align: center;"><b>CC - M, Eng, Sc, CR, AD, C, G, H</b></p> <p style="text-align: center;"><b>SMSC - B, Sp, M, So, C, R</b></p>	<p style="text-align: center;">Design and plan a creative project using artists and crafters influences. Explore a range of tools and equipment to support craft ideas Identify different materials to support craft ideas Explore the properties of craft materials Explore basic craft techniques of mosaics and clay. State safe working practices to be used when working with selected tools and materials</p>	<p style="text-align: center;">To have a knowledge of artist work and how to use this to influence own work To understand how to use of a range of tools and equipment to produce a craft item using mosaic and clay modelling techniques. To understand how to apply a range of different materials to support craft ideas To understand properties of craft materials and suitability for use in a craft project To understand safe working practices when working with selected tools and materials To be able to review the creative process and identify ways to improve future projects</p>
HT2	<p style="text-align: center;"><b>NCFE L1 Creative Craft Unit One</b></p> <p style="text-align: center;"><b>Exploring Craft Resources</b></p> <p style="text-align: center;"><b>Marbling Ink Greeting Card influenced by</b> Suminagashi &amp; <b>Resist Dyeing influenced by</b> Tie Dye and Shibori</p> <p style="text-align: center;"><b>CC - M, Eng, Sc, CR, AD, C, G, H</b></p> <p style="text-align: center;"><b>SMSC - B, Sp, M, So, C, R</b></p>	<p style="text-align: center;">Design and plan a creative project using artists and crafters influences. Explore a range of tools and equipment to support craft ideas Identify different materials to support craft ideas Explore the properties of craft materials Explore basic craft techniques of tie dye and marbling inks. State safe working practices to be used when working with selected tools and materials</p>	<p style="text-align: center;">To have a knowledge of artist work and how to use this to influence own work To understand how to use of a range of tools and equipment to produce a craft item using tie dye and marble ink techniques. To understand how to apply a range of different materials to support craft ideas To understand properties of craft materials and suitability for use in a craft project. To understand safe working practices when working with selected tools and materials To be able to review the creative process and identify ways to improve future projects</p>
HT3	<p style="text-align: center;"><b>NCFE L1 Creative Craft Unit Two</b></p> <p style="text-align: center;"><b>Developing craft ideas</b></p> <p style="text-align: center;"><b>CC - M, Eng, Sc, CR, AD, C, G, H</b></p> <p style="text-align: center;"><b>SMSC - B, Sp, M, So, C, R</b></p>	<p style="text-align: center;">Use different sources to explore craft ideas. Present visual evidence of a range of primary and secondary research. Brainstorm ideas to meet a given design brief. Use visual language to communicate craft ideas. Discuss craft ideas with others Develop craft ideas in response to feedback. Identify preferred craft idea giving reasons for choices. List health and safety factors relevant to craft idea.</p>	<p style="text-align: center;">Understand the difference between primary and secondary sources Understand how to research ideas from a range of different sources. Understand how to create a brainstorm in response to a design brief. Understand how to use a design brief and research to create ideas for a craft project. To understand how to use visual language to communicate a craft idea. To understand how to gain valuable feedback from a range of sources and use this to develop craft ideas. To understand how to choose a preferred craft idea and how to give reasons for the choice.  To understand the risks when working with chosen tools and materials and how to prevent these risks</p>

	Key Stage 4 Topics	Key Stage 4 Skills	Key Stage 4 Knowledge
HT4	<p>NCFE L1 Creative Craft Unit Three</p> <p><b>Create, present and review final craft item</b></p> <p>CC - M, Eng, Sc, CR, AD, C</p> <p>SMSC - B, Sp, M, So, C, R</p>	<p>Planning for the production of final craft work</p> <p>Producing a craft item(s)</p> <p>Producing a photographic and written log of creative process</p> <p>Presenting final craft item in appropriate format.</p> <p>Review the whole creative process identifying areas of success, weakness and ways to improve in the future</p> <p>Identify ways craft item meets design brief and specification.</p> <p>Maintain a safe working environment</p>	<p>To be able to create a detailed production plan</p> <p>To understand how to use craft techniques to produce of craft item following a production plan.</p> <p>To have a deepening understanding of safe working practices when working with selected tools, equipment and materials</p> <p>To be able to present final craft item in appropriate format</p> <p>To understand how to review a creative process giving clear examples of successes, areas of weakness and ways to improve future projects</p>
	Key Stage 4 Topics	Key Stage 4 Skills	Key Stage 4 Knowledge
HT5	<p>NCFE L1 Creative Craft Unit Three</p> <p><b>Create, present and review final craft item</b></p> <p>CC - M, Eng, Sc, CR, AD, C</p> <p>SMSC - B, Sp, M, So, C, R</p>	<p>Planning for the production of final craft work</p> <p>Producing a craft item(s)</p> <p>Producing a photographic and written log of creative process</p> <p>Presenting final craft item in appropriate format.</p> <p>Review the whole creative process identifying areas of success, weakness and ways to improve in the future.</p> <p>Identify ways craft item meets design brief and specification.</p> <p>Maintain a safe working environment.</p>	<p>To be able to create a detailed production plan</p> <p>To understand how to use craft techniques to produce of craft item following a production plan.</p> <p>To have a deepening understanding of safe working practices when working with selected tools, equipment and materials</p> <p>To be able to present final craft item in appropriate format</p> <p>To understand how to review a creative process giving clear examples of successes, areas of weakness and ways to improve future projects</p>
	Key Stage 4 Topics	Key Stage 4 Skills	Key Stage 4 Knowledge
HT6	<p>NCFE L1 Creative Craft Unit One</p> <p><b>Exploring Craft Resources</b></p> <p><b>Lightbox project including glass painting and basic electronics.</b></p> <p>CC - M, Eng, Sc, CR, AD, C, G, H</p> <p>SMSC - B, Sp, M, So, C, R</p>	<p>Design and plan a creative project using artists and crafters influences.</p> <p>Explore a range of tools and equipment to support craft ideas</p> <p>Identify different materials to support craft ideas</p> <p>Explore the properties of craft materials</p> <p>Explore basic craft techniques of glass painting, woodwork and electronics</p> <p>State safe working practices to be used when working with selected tools and materials</p>	<p>To have a knowledge of artist work and how to use this to influence own work</p> <p>To understand how to use of a range of tools and equipment to produce a craft item using mosaic and clay modelling techniques.</p> <p>To understand how to apply a range of different materials to support craft ideas</p> <p>To understand properties of craft materials and suitability for use in a craft project</p> <p>To understand safe working practices when working with selected tools and materials</p> <p>To be able to review the creative process and identify ways to improve future projects</p>