

The Wow Factor

Here at Marlborough creative and thoughtful teaching and learning underpins everything we do. We don't want teachers to feel constricted by any one method of teaching we simply want them to feel empowered and supported to try something new and introduce the 'Wow Factor' or as it used to be referred to 'awe and wonder' across all areas of the curriculum.

Setting the scene, towards the end of the summer term every member of staff put forward a teaching and learning idea that they could disseminate to colleagues in 30 seconds or less, this formed part of The Wow Factor INSET in September.

Staff were greeted on their first day back with a giant 'crazy talk' animated head of Amanda Spielman who spoke to them about creative teaching, reinforced by some students' who were green screened talking about their most memorable learning experiences.

All staff received personalised gold envelopes containing 6 copies of their top teaching idea printed onto a Wow card. This was used during a speed dating activity where staff exchanged Wow starter cards, instantly building up a bank of fantastic resources. Golden envelopes also included a personalised invite to take part in 3 different outstanding lessons as well as a golden ticket. The golden ticket could be exchanged for 2 lesson observations of colleagues, one within their faculty and one outside of their faculty, which meant they were quickly able to disseminate and exchange good practice.

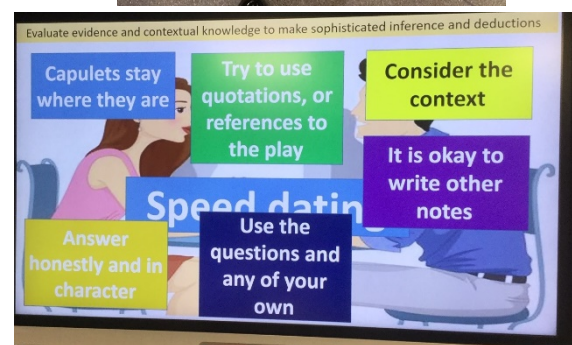
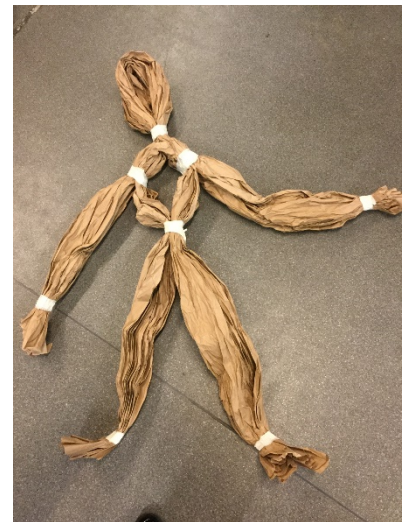
All of this inspired creativity week, a week where staff showcased learning. Personal invites were sent to colleagues to visit classrooms to experience the Wow Factor in action. Visitors returned a postcard to the teachers saying what they thought was great about the lesson.

To give you a flavour of what went on in Drama who would have thought that a roll of brown paper could be transformed into 3 foot puppets which were then brought to life by our Year 10 students.

In English, Romeo and Juliet was explored using speed dating combined with role play, to see students answering their pre-designed questions whilst remaining in character.

Educating Rita was introduced to Year 9 by turning the clock back to the 1980s in the form of their classroom becoming a cinema. 80's music blasted out, cinema tickets become entrance questions, students acted out parts of the play and then discussed where they thought the scenes fitted in the play.

Who would have thought snail racing would inspire origami art but it did!



Post 16 students swatted business formulas and constructed water cycles out of tinfoil and plasticine.

Just a few of the selection of lessons showcased. Each member of staff received a creativity in the classroom feedback postcard.

With just a tiny amount of money spent we have yet again had a significant impact on learning; teaching and learning goes from strength to strength. How do we know this, well our students tell us each week in there 'Learning Counts' meetings with our leadership team, there is already a healthy air of competition in the staff room and a real dialogue to be heard across the school in shaping good practice and the encouragement of each other to try something new.

Mark Fitzgibbon
Deputy Head teacher



The Marlborough
Science Academy
shaping futures

Lessons

Timings							
11-11.50	Workshop	1	2	3	4	5	6
	Location	Pick and mix Sports Hall	Warr tours A8	Under wraps FB2	Jump to it! Gym	Hyper Learning A7	50 shades of revenge S5
12-12.50	Workshop	7	8	9	1	2	3
	Location	Mapping Marlborough Materials B2	Shaken not stirred B5	Living pictures D3	Pick and mix Sports Hall	Warr tours A8	Under wraps FB2
1.50-2.45	Workshop	4	5	6	7	8	9
	Location	Jump to it! Gym	Hyper Learning A7	50 shades of revenge S5	Mapping Marlborough Materials B2	Shaken not stirred B5	Living pictures D3