



# **Additional Experiences 2026-2027**

# Road Maps



Our exciting Additional Experiences offer at Maltby Manor Academy is designed to enrich and enhance pupils' learning beyond the classroom, supporting the development of our core learning characteristics. These unique opportunities align with the experience roadmaps tailored for each year group, ensuring clear progression as pupils advance through their school journey. Each stage builds on the last, nurturing the resilient child, the curious child, the confident child, the considerate child, the independent child, and the ambitious child in increasingly meaningful and challenging ways.

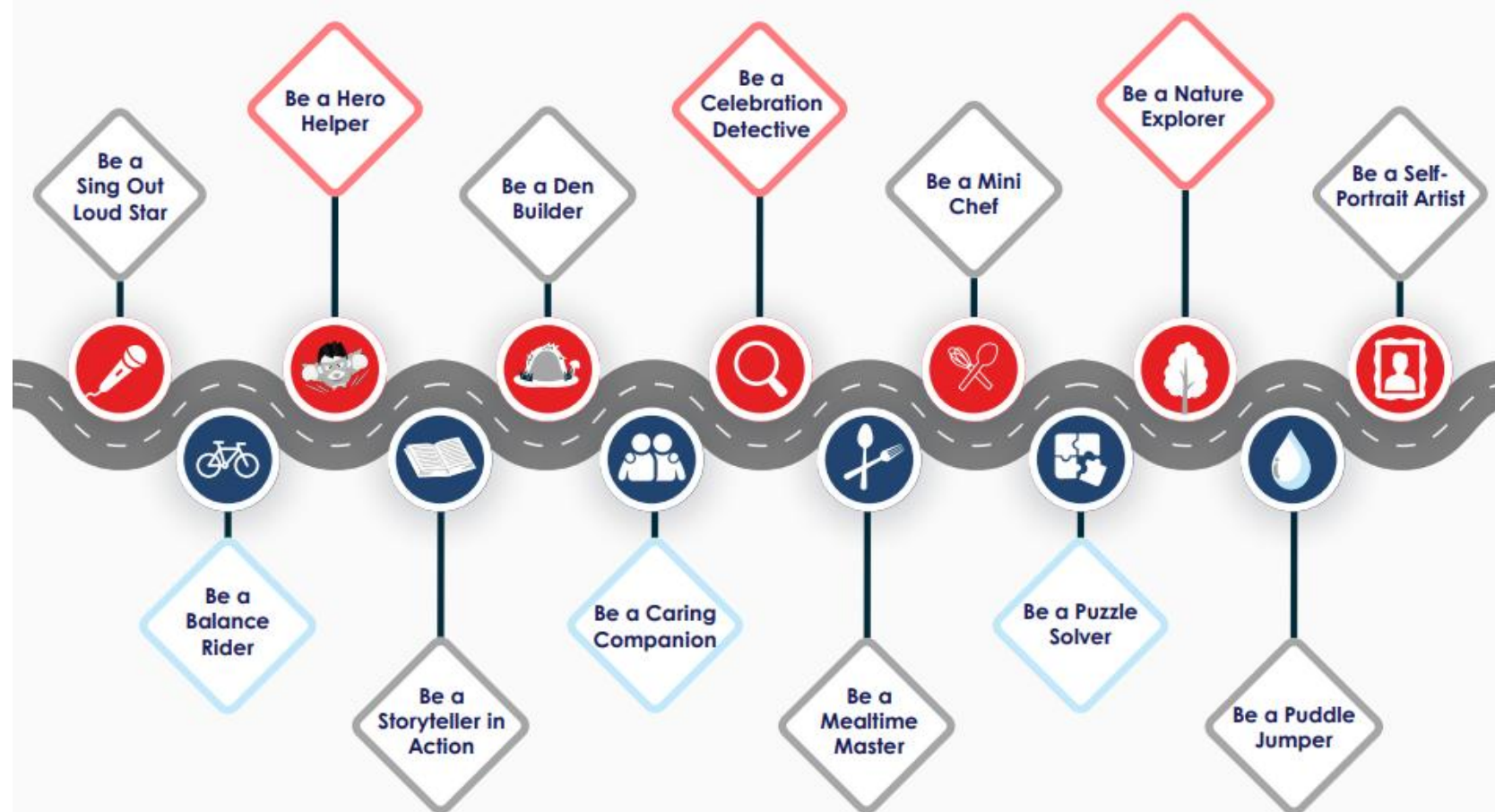
While not traditional trips, these carefully crafted activities provide exceptional chances for pupils to develop new skills, spark creativity, build confidence, collaborate thoughtfully, and foster independence. Through this progressive approach to enrichment, we ensure every child has the opportunity to broaden their horizons, embrace challenges, and grow into well-rounded individuals prepared for lifelong learning.

We are proud to offer a dynamic programme that inspires continual growth and helps every pupil reach their fullest potential.



# EYFS Road Map

## EXCEPTIONAL EXPERIENCES EYFS



## EXCEPTIONAL EXPERIENCES EYFS



### BE A SING OUT LOUD STAR!

Sing for an audience → Sing out loud stars!

**Purpose:** Build confidence and develop performance skills



### BE A BALANCE RIDER!

Ride a bike or a scooter → Balance riders!

**Purpose:** Develop gross motor skills, balance and coordination



### BE A HERO HELPER!

Meet an emergency worker → Hero helpers!

**Purpose:** Learn about community roles and safety



### BE A STORYTELLER IN ACTION!

Retell a story → Storytellers in action!

**Purpose:** Build language skills, memory and confidence speaking



### BE A DEN BUILDER!

Build a den → Den builders!

**Purpose:** Encourage creativity, problem-solving and teamwork



### BE A CARING COMPANION!

Care for an animal → Caring companions!

**Purpose:** Develop empathy, responsibility and caring skills



### BE A CELEBRATION DETECTIVE!

Learn about a religious festival → Celebration detectives!

**Purpose:** Learn about community roles and safety



### BE A PUZZLE SOLVER!

Complete a jigsaw puzzle → Puzzle solver!

**Purpose:** Develop problem-solving, patience and spatial awareness



### BE A MINI CHEF!

Learn how to bake → Mini chefs!

**Purpose:** Practice measuring, following instructions and fine motor skills



### BE A MEALTIME MASTER!

Use a knife and fork → Mealtime masters!

**Purpose:** Build independence and hand-eye coordination



### BE A NATURE EXPLORER!

Go on a seasonal walk → Nature explorers!

**Purpose:** Discover the natural world and observe seasonal changes



### BE A PUDDLE JUMPER!

Splash in puddles → Puddle jumpers!

**Purpose:** Encourage sensory exploration and physical activity



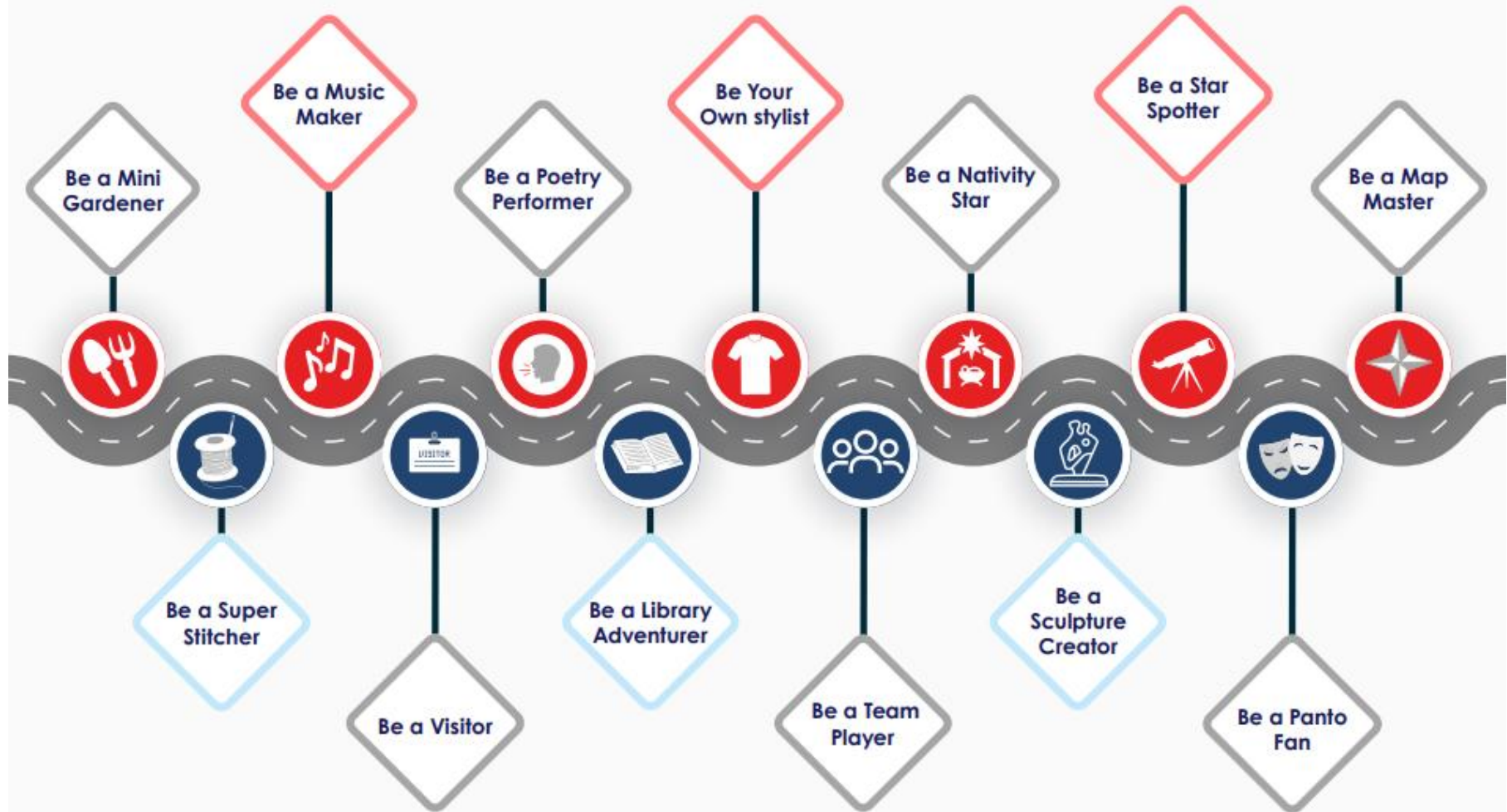
### BE A SELF-PORTRAIT ARTIST!

Paint a self-portrait → Self-portrait artists!

**Purpose:** Foster self-expression, fine motor skills and self-awareness

# Year 1/2 Road Map

## EXCEPTIONAL EXPERIENCES Y1/Y2



## EXCEPTIONAL EXPERIENCES Y1/Y2



### BE A MINI GARDENER!

Grow vegetables → Mini gardeners!

**Purpose:** Learn about plant growth and responsibility



### BE A SUPER STITCHER!

Learn how to sew → Super stitchers!

**Purpose:** Develop fine motor skills and creativity



### BE A MUSIC MAKER!

Learn to play an instrument → Music makers!

**Purpose:** Explore music and rhythm



### BE A VISITOR!

Visit a place of worship → Visitors!

**Purpose:** Understand different faiths



### BE A POETRY PERFORMER!

Learn a poem off by heart → Poetry performers!

**Purpose:** Enhance memory and language skills



### BE A LIBRARY ADVENTURER!

Visit a library → Library adventurers!

**Purpose:** Promote literacy and research skills



### BE YOUR OWN STYLIST!

Get dressed independently → I can dress my self!

**Purpose:** Build self-care and independence



### BE A TEAM PLAYER!

Participate in a sporting competition → Team players!

**Purpose:** Develop teamwork and physical fitness



### BE A NATIVITY STAR!

Perform a nativity → Nativity stars!

**Purpose:** Build confidence and public speaking



### BE A SCULPTURE CREATOR!

Use a knife and fork → Mealtime masters!

**Purpose:** Encourage creativity and 3D art skills



### BE A STAR SPOTTER!

Star gaze → Star spotters!

**Purpose:** Explore the night sky and science



### BE A PANTO FAN!

Watch a pantomime → Panto fans!

**Purpose:** Enjoy performing arts and storytelling



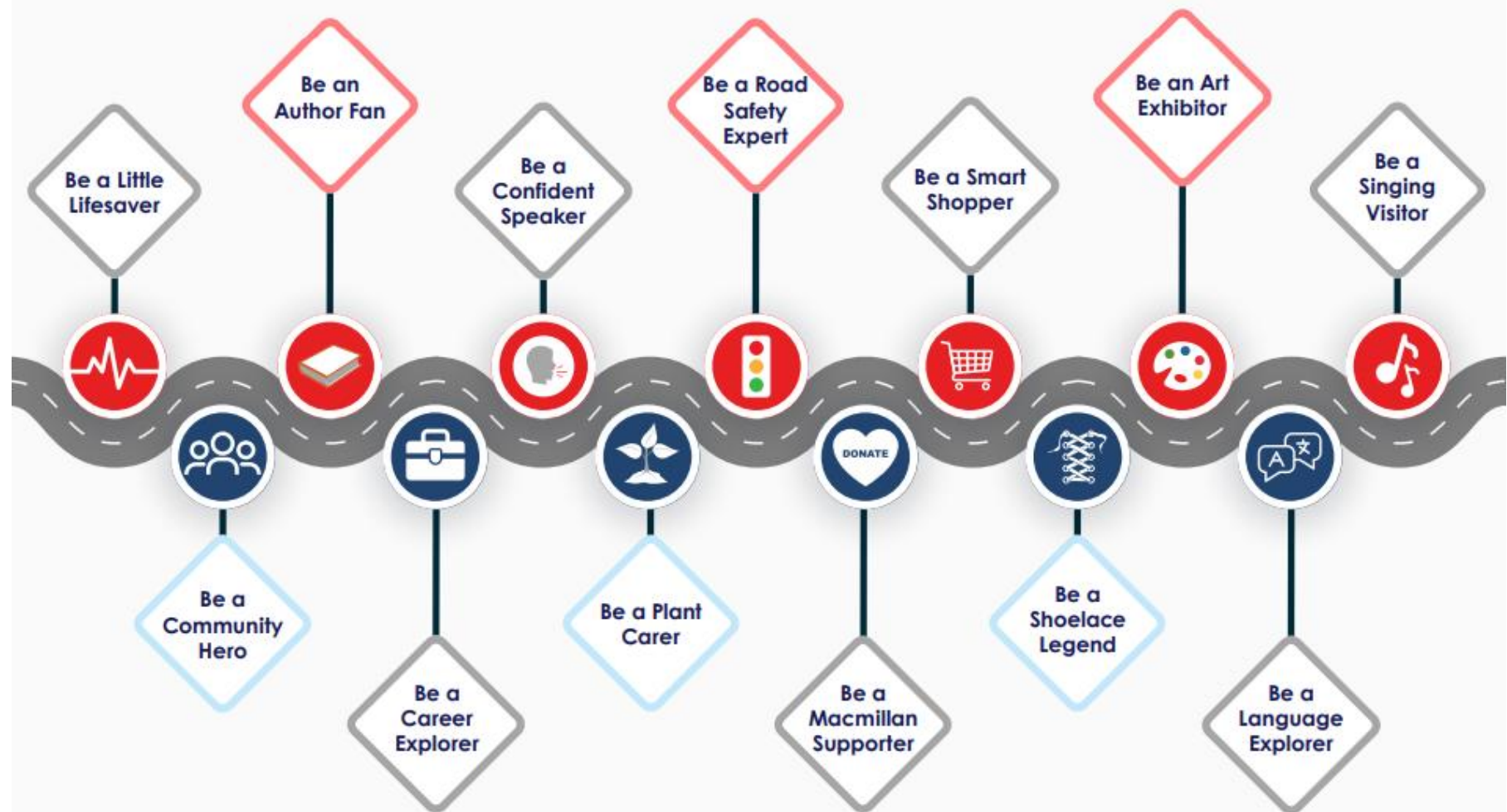
### BE A MAP MASTER!

Read and use a map → Map masters!

**Purpose:** Develop navigation and spatial awareness

# Year 3 Road Map

## EXCEPTIONAL EXPERIENCES Y3



## EXCEPTIONAL EXPERIENCES Y3



### BE A LITTLE LIFESAVER!

Learn basic first aid → Little lifesavers!  
**Purpose:** Understand safety and helping others



### BE A COMMUNITY HERO!

Take part in a community event → Community heroes!  
**Purpose:** Build citizenship and social skills



### BE AN AUTHOR FAN!

Meet an author → Author fans!  
**Purpose:** Encourage reading and creativity



### BE A CAREER EXPLORER!

Explore different careers → Career explorers!  
**Purpose:** Inspire aspirations and career awareness



### BE A CONFIDENT SPEAKER!

Perform or speak in class → Confident speakers!  
**Purpose:** Improve communication skills



### BE A PLANT CARER!

Grow plants → Plant carers!  
**Purpose:** Learn about plant care and nature



### BE A ROAD SAFETY EXPERT!

Learn about the Green Cross Code → Road safety experts!  
**Purpose:** Learn to cross roads safely and understand traffic awareness



### BE A MACMILLAN SUPPORTER!

Raise money for Macmillan → Macmillan supporters!  
**Purpose:** Develop empathy and fundraising skills



### BE A SMART SHOPPER!

Plan a shopping trip → Smart shoppers!  
**Purpose:** Learn budgeting and planning



### BE A SHOELACE LEGEND!

Learn to tie shoelaces → Shoelace legends!  
**Purpose:** Build independence in self-care



### BE AN ART EXHIBITOR!

Exhibit artwork → Art exhibitors!  
**Purpose:** Showcase creativity and confidence



### BE A LANGUAGE EXPLORER!

Learn five words in another language → Language explorers!  
**Purpose:** Introduce new languages and cultures

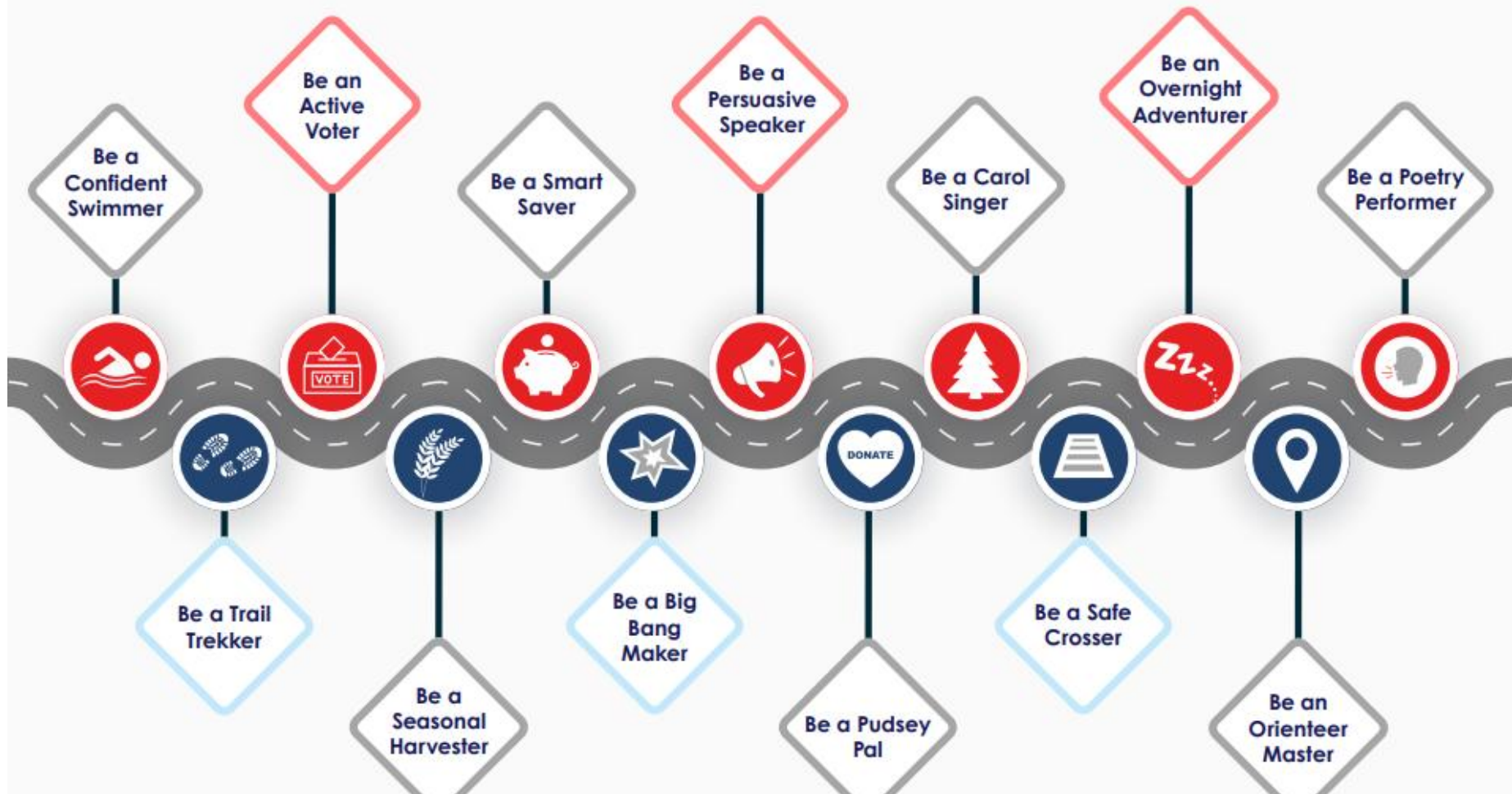


### BE A SINGING VISITOR!

Sing at a care home → Singing visitors!  
**Purpose:** Foster community connection and kindness

# Year 4 Road Map

## EXCEPTIONAL EXPERIENCES Y4



## EXCEPTIONAL EXPERIENCES Y4



### BE A CONFIDENT SWIMMER!

Learn water safety and to swim → Confident swimmers!  
**Purpose:** Develop swimming skills and water safety awareness



### BE A TRAIL TREKKER!

Walk in the countryside → Trail trekkers!  
**Purpose:** Explore nature and improve physical fitness



### BE AN ACTIVE VOTER!

Vote in a school election → Active voters!  
**Purpose:** Understand democracy and decision-making



### BE A SEASONAL HARVESTER!

Harvest family favourites → Seasonal harvesters!  
**Purpose:** Understand food origins and seasonal changes



### BE A SMART SAVER!

Learn about money and saving → Smart Savers!  
**Purpose:** Build financial literacy and saving skills



### BE A BIG BANG MAKER!

Create a big bang → Big bang makers!  
**Purpose:** Encourage curiosity and scientific exploration



### BE A PERSUASIVE SPEAKER!

Take part in a debate → Persuasive speakers!  
**Purpose:** Develop critical thinking and communication skills



### BE A PUDSEY PAL!

Raise money for Children in Need → Pudsey pals!  
**Purpose:** Foster charity spirit and teamwork



### BE A CAROL SINGER!

Sing Christmas carols → Carol singers!  
**Purpose:** Celebrate tradition and develop performance skills



### BE A SAFE CROSSER!

Cross roads safely → Safe crossers!  
**Purpose:** Learn pedestrian safety and road awareness



### BE AN OVERNIGHT ADVENTURER!

Stay away from home → Overnight adventurers!  
**Purpose:** Build independence and resilience



### BE AN ORIENTEER MASTER!

Learn to orienteer → Orienteer masters!  
**Purpose:** Develop navigation skills and teamwork



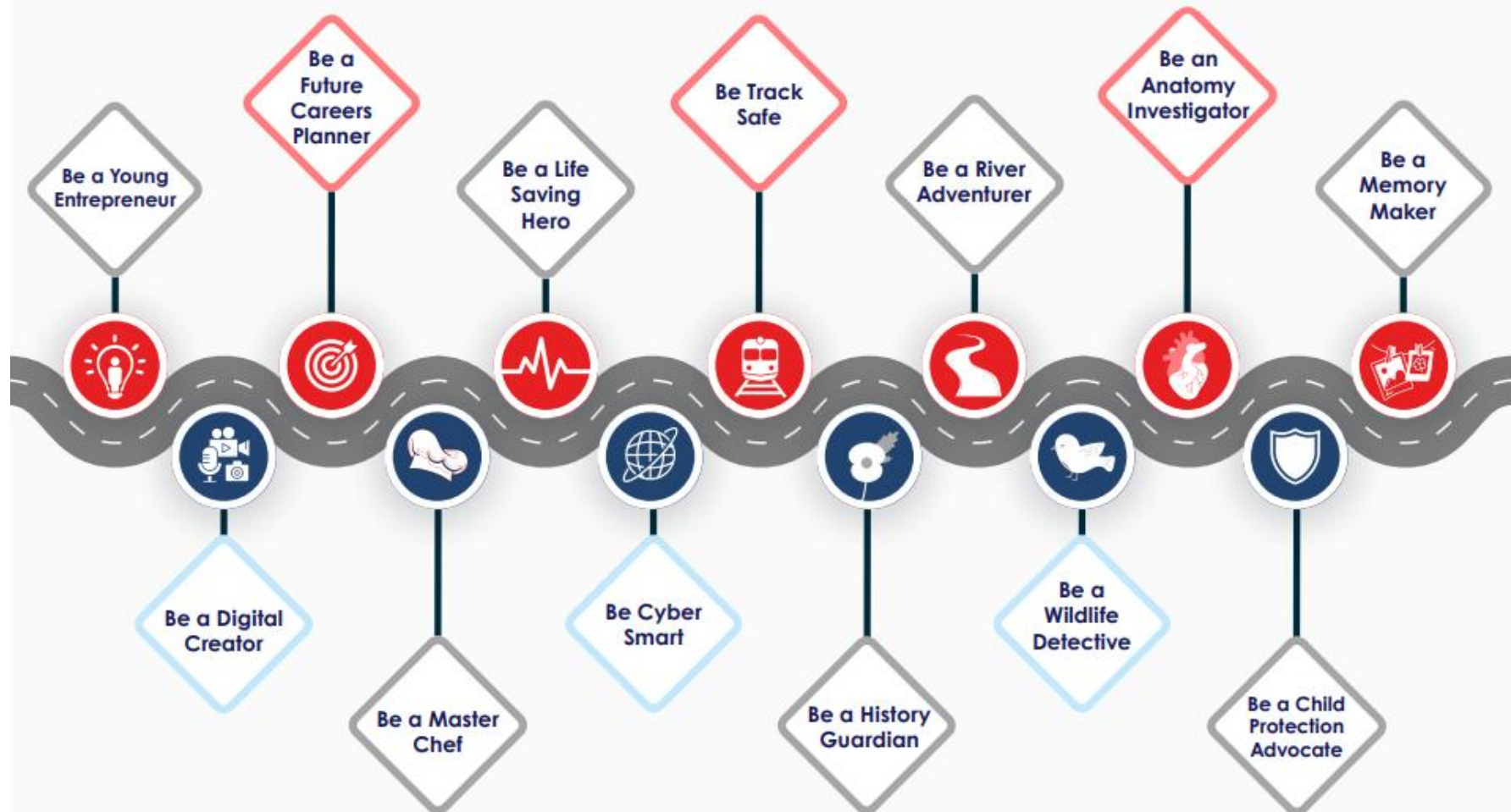
### BE A POETRY PERFORMER!

Write and perform a poem → Poetry performers!  
**Purpose:** Enhance literacy, creativity and confidence



# Year 6 Road Map

## EXCEPTIONAL EXPERIENCES Y6



## EXCEPTIONAL EXPERIENCES Y6



### BE A YOUNG ENTREPRENEUR!

Complete enterprise project → Young entrepreneurs!  
**Purpose:** Develop business and teamwork skills



### BE A DIGITAL CREATOR!

Create a multimedia project → Digital creators!  
**Purpose:** Develop digital skills and creative expression



### BE A FUTURE CAREER PLANNER!

Experience careers week → Future career planners!  
**Purpose:** Develop understanding of different careers and plan next steps



### BE A MASTER CHEF!

Follow a recipe → Master chefs!  
**Purpose:** Develop cooking skills and manage stress



### BE A LIFE SAVING HERO!

Learn how to save a life → Life saving heroes!  
**Purpose:** Teach CPR and emergency response



### BE A CYBER SMART!

Learn about e-safety → Cyber smart!  
**Purpose:** Promote safe internet use



### BE TRACK SAFE!

Learn railway safety → Track safe!  
**Purpose:** Teach transport safety awareness



### BE A HISTORY GUARDIAN!

Take part in Remembrance → History guardians!  
**Purpose:** Understand history and show respect



### BE A RIVER ADVENTURER!

Go canoeing → River adventurers!  
**Purpose:** Develop outdoor skills and physical fitness



### BE A WILDLIFE DETECTIVE!

Discover habitats → Wildlife detectives!  
**Purpose:** Learn about ecosystems and biology



### BE AN ANATOMY INVESTIGATOR!

Dissect a heart → Anatomy investigators!  
**Purpose:** Study anatomy and science



### BE A CHILD PROTECTION ADVOCATE!

Raise money for the NSPCC → Child protection advocates!  
**Purpose:** Support children's welfare and promote safety awareness



### BE A MEMORY MAKER!

Celebrate achievements through school → Memory makers  
**Purpose:** Recognise success and build confidence

