Subject prototype | version: 1 | date: 10/10/2025

SUBJECT: Essential English

What is a subject prototype?

A subject prototype is used to test key ideas, learning design and assessment approaches, and how these enable the key drivers. Feedback from teachers and experts helps to shape the development of the new subject as part of the co-design process.

**** FIRST ITERATION ** NOT FOR IMPLEMENTATION ****

Key driver(s):	**Principle/technique/method:**
Agency, Deep Authentic Learning, Natural Evidence of Learning, Metacognition	Communication skills in everyday situations

Prototype description

Communication Skills in Everyday Situations

- The prototype was designed to test if moving away from traditional oral presentation modes to authentic communication in everyday situations would enhance the learning and application of oral language skills.
- Teachers taught the linguistic features of effective oral communication and the students applied their learning in either real or simulated scenarios in different contexts.

What we learnt

Impact:

- Students value real world connections that allowed for Deep Authentic Learning
- Students can engage in metacognitive reflective learning, especially when supported with structure and modelling
- Real world scenarios that enable Deep Authentic Learning support conceptual understanding and skill development
- Real world conversational tasks help students build empathy, confidence and communication skills

Challenges:

- Students responded well to life relevant tasks but wanted more pre-thinking and modelling
- Students appreciated the opportunities to reflect, but too frequent interruptions led to frustration
- There was a need to explicitly teach agency related skills to help students navigate open tasks

Deep Authentic Learning

Student Agency

Natural Evidence of Learning

Metacognition

Capabilities

DRAFT