

The Innovate Curriculum

Inspiring our unique children and giving them the expertise and freedom to further their ideas, the Innovate Curriculum enables children to better their creations and allows them to think differently.

The Innovate Curriculum covers the following subjects:

- Archaeology & History
- Architecture
- Social Anthropology
- Geography
- Science & Engineering
- DT
- IT

We teach the Innovate Curriculum through topics that sit across multiple subjects. For example, the Japan topic taught in Year 3 covers everything from the social anthropology of the tea ceremony to the science of magnetism as utilised in Maglev trains, to the seasonal blossoming of flowers with reference to the celebrations surrounding Sakura.

Rich inspiration is the starting point for Innovate lessons. Children are allowed to encounter authentic materials and the natural world as well as print and digital resources to explore diverse landscapes, histories, creations and phenomena. From this, children build subject specific knowledge and skills.

The end point of lessons is open for each pupil to decide. Children are set challenges that they must complete each week, but these challenges are open ended and children are given freedom to respond in a way that matches their interest during Innovate lessons. For example, in a series of lessons about the Vikings in Year 4, a challenge to investigate the tree Yggdrasil ended with some children creating a huge artwork, with others creating a stop motion film, with others creating a quiz and with others creating pieces of writing.

Our staff are skilled at working alongside children, nurturing their interests, helping them to develop their knowledge and understanding as they create pieces that capture their learning.