

Creative Curriculum Science, History, Geography, Art, D&T, PSHE

At Hurst Knoll St James' we use the *Cornerstones* Creative Curriculum programme across the whole school to support us in teaching Science, History, Geography, Art, D&T, PSHE

The fundamental aim of any curriculum is to help children learn. What sets the Cornerstones Curriculum apart is that it's based on our four-stage philosophy:

Engage Develop Innovate Express

Bring lessons to life

We believe that successful curriculums are built on inspirational learning activities and high-quality teaching. It's about creating a classroom environment that allows children to learn in a way that motivates and interest them. As teachers ourselves, we know that can be easier said than done. It's also why our curriculum is designed to give teachers the chance to plan and structure lessons around their children.

Four-stage philosophy

The Cornerstones Curriculum features more than 70 Imaginative Learning Projects. Each project is split into sections, which see children progress through four stages of learning: Engage, Develop, Innovate, Express.

At the '**Engage**' stage, children:

- gain memorable first-hand experiences, such as going on a visit or inviting a special visitor into school
- enjoy 'WOW' experiences
- get an exciting introduction to a topic or theme
- begin researching and setting enquiry questions
- get lots of opportunities to make observations
- develop spoken language skills
- take part in sensory activities
- have lots of fun to fully 'engage' with their new topic

At the '**Develop**' stage, children:

- improve their knowledge and understanding of the topic
- develop and practice their new skills
- compose, make, do, build, investigate, explore, write for different purposes and read across the curriculum
- research their own questions and those set by others
- follow new pathways of enquiry based on their interests
- complete homework activities that support their learning

At the '**Innovate**' stage, children:

- apply skills, knowledge and understanding in real-life contexts
- solve real or imagined problems using everything they've learnt
- get inspired by imaginative and creative opportunities
- revisit anything not fully grasped at the 'Develop' stage

At the '**Express**' stage, children:

- become the performers, experts and informers
- share their achievements with parents, classmates and the community
- evaluate finished products and processes
- link what they have learnt to where they started
- celebrate their achievements!