

OLDCASTLE PRIMARY SCHOOL

INSPIRE - MOTIVATE - EDUCATE

Goreu Cam, Cam Cyntaf - The most important step is the first step



@OldcastleSchool

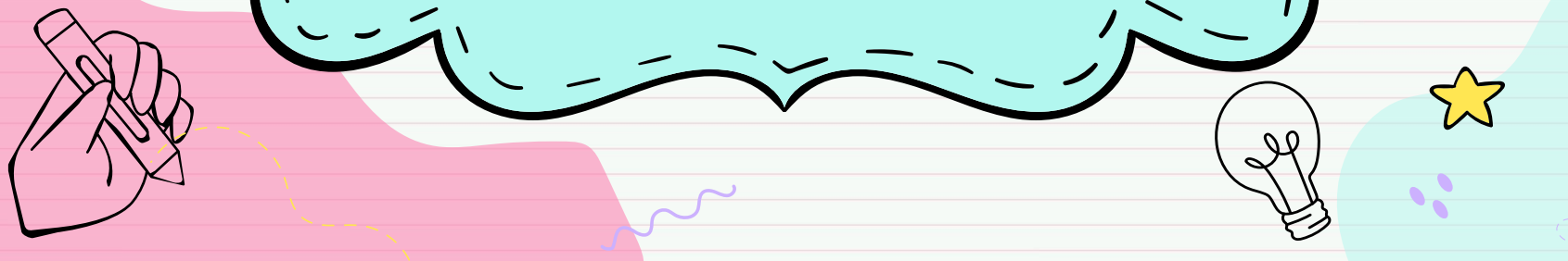


OLDCASTLE
PRIMARY SCHOOL

INSPIRE - MOTIVATE - EDUCATE

www.oldcastleprimary.co.uk

@OldcastleSchool #welshproject



Curriculum for Wales, 2022

Change in Policy

Curriculum, 2008

Content driven, separate subjects

Donaldson Review:
2015

68 recommendations:
Purpose Led, 6 Areas of Learning and Experience
12 pedagogical principles

Curriculum Pioneers
2017

Pioneer and Curriculum groups

Draft Curriculum
2019

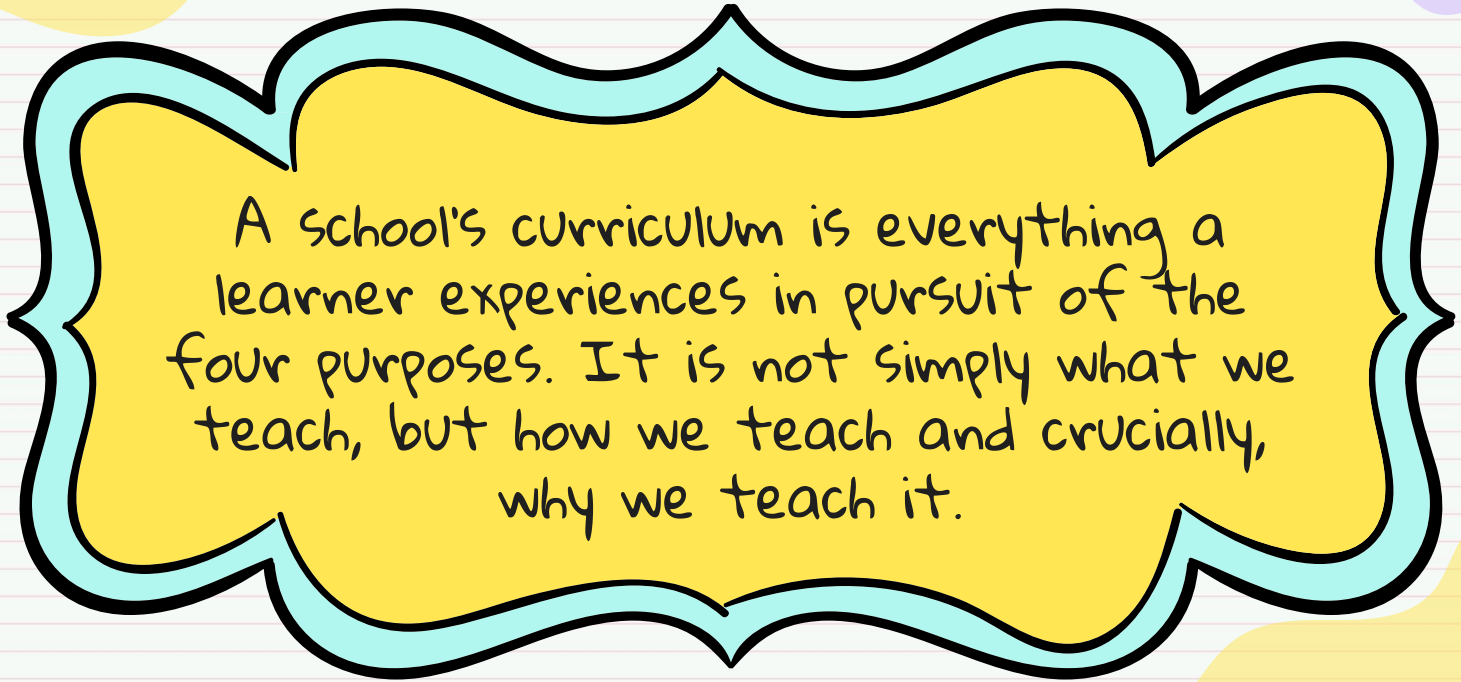
Policy-makers share plans and stakeholders feedback

Final Curriculum
2020

Schools begin to create their own local curriculum

Full implementation

Primary: September 2022
Secondary: September 2022/2023



A school's curriculum is everything a learner experiences in pursuit of the four purposes. It is not simply what we teach, but how we teach and crucially, why we teach it.

-Welsh Government

Four Purposes of
Learning

Statements of
What Matters

Cross-curricular
themes

Cross curricular
skills

5 Progression
Steps



Areas of Learning and Experience

Six Areas

Expressive Arts

Art, Dance, Drama, Music,
Film, Digital Media

Health & Wellbeing

PE, PSHCE, Food
Technology

Literacy, language and Communication

English, Welsh, MFL/BSL

Mathematics & Numeracy

Mathematics

Science & Technology

Science, Design Tech,
Digital Competence

Humanities

RVE, Geography, History,
Business and Social Studies

Literacy, Numeracy and Digital Competence Framework

Key Components

Four Purposes of Learning

The overarching aims of the Curriculum for Wales, 2022

Statements of What Matters

Statements of What Matter in each area.

Progression Steps

These replace Key Stages

Descriptions of Learning

Specific statements to guide teachers planning and pupil's learning



Cross-curricular skills & themes



The Four Purposes

The Four Purposes of Learning are the guiding principles for the Curriculum for Wales.

Underpinning the Four Purposes are the characteristics which all planning, experiences, knowledge and skills should aim to instill.

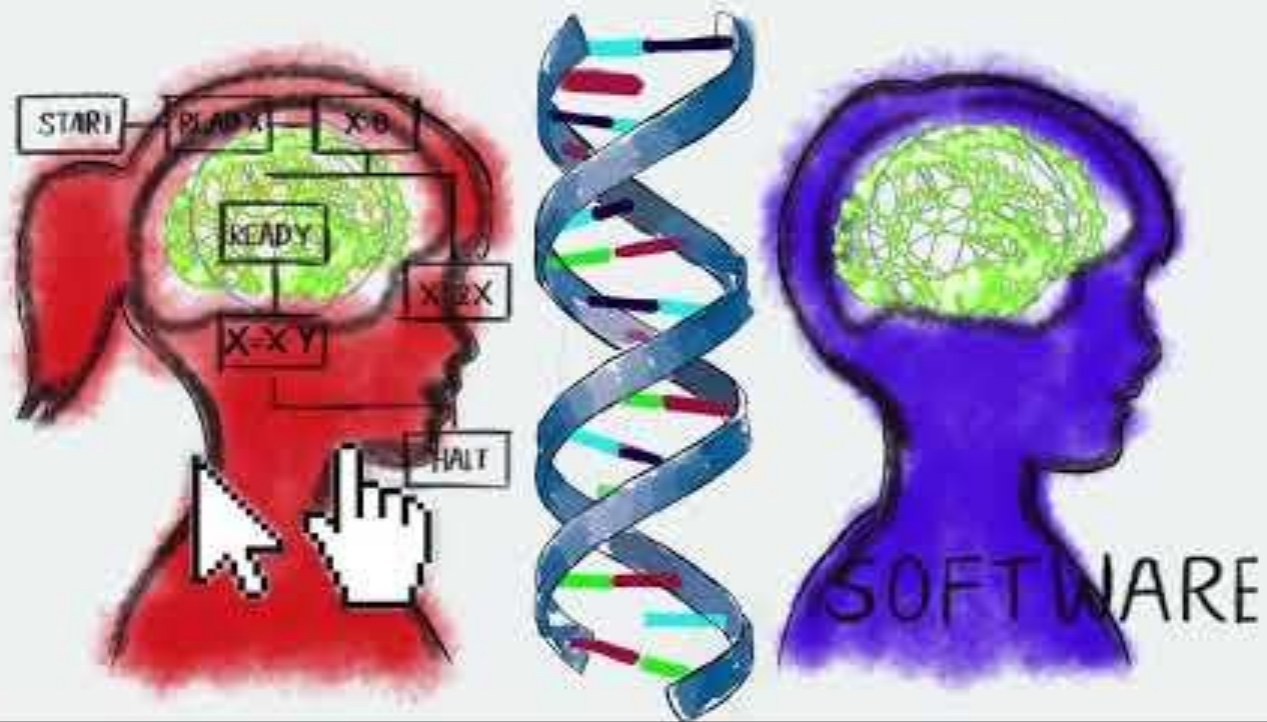
The 4 Purposes

**Ambitious and
capable
learners**

**Healthy and
confident
individuals**

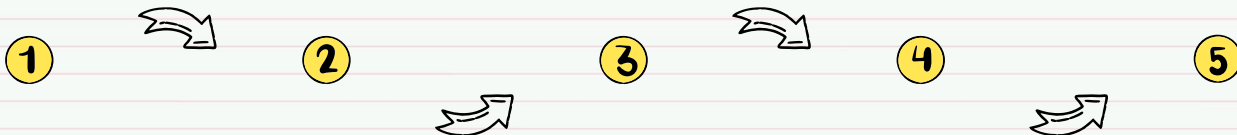
**Enterprising
and creative
contributors**

**Ethical and
informed
Citizens**



Expressive Arts WM1 Exploring the expressive arts is essential to developing artistic skills and knowledge and it enables learners to become curious and creative individuals.	Expressive Arts WM2 Responding and reflecting, both as artist and audience, is a fundamental part of learning in the expressive arts.	Expressive Arts WM3 Creating combines skills and knowledge, drawing on the senses, inspiration and imagination.	Humanities WM1 Enquiry, exploration and investigation inspire curiosity about the world, its past, present and future.
Humanities WM2 Events and human experiences are complex, and are perceived, interpreted and represented in different ways.	Humanities WM3 Our natural world is diverse and dynamic, influenced by processes and human actions.	Humanities WM4 Human societies are complex and diverse, and shaped by human actions and beliefs.	Humanities WM5 Informed, self-aware citizens engage with the challenges and opportunities that face humanity, and are able to take considered and ethical action.
Health and Well-being WM1 Developing physical health and well-being has lifelong benefits.	Health and Well-being WM2 How we process and respond to our experiences affects our mental health and emotional well-being.	Health and Well-being WM3 Our decision-making impacts on the quality of our lives and the lives of others.	Health and Well-being WM4 How we engage with social influences shapes who we are and affects our health and well-being.
Health and Well-being WM5 Healthy relationships are fundamental to our well-being.	Languages, Literacy and Communication WM1 Languages connect us.	Languages, Literacy and Communication WM2 Understanding languages is key to understanding the world around us.	Languages, Literacy and Communication WM3 Expressing ourselves through languages is key to communication.
Languages, Literacy and Communication WM4 Literature fires imagination and inspires creativity.	Mathematics and Numeracy WM1 The number system is used to represent and compare relationships between numbers and quantities.	Mathematics and Numeracy WM2 Algebra uses symbol systems to express the structure of mathematical relationships.	Mathematics and Numeracy WM3 Geometry focuses on relationships involving shape, space and position, and measurement focuses on quantifying phenomena in the physical world.
Mathematics and Numeracy WM4 Statistics represent data, probability models chance, and both support informed inferences and decisions.	Science and Technology WM1 Being curious and searching for answers is essential to understanding and predicting phenomena.	Science and Technology WM2 Design thinking and engineering offer technical and creative ways to meet society's needs and wants.	Science and Technology WM3 The world around us is full of living things which depend on each other for survival.
Science and Technology WM4 Matter and the way it behaves defines our universe and shapes our lives.	Science and Technology WM5 Forces and energy provide a foundation for understanding our universe.	Science and Technology WM6 Computation is the foundation for our digital world.	

Progression Steps and Descriptions of Learning



There are 5 progression steps across the 3-16 curriculum. As a rough guide, PS1 - 5 years, PS2 - 8 years, PS3 - 11 years, PS4 - 14 years, PS5 - 16 years.

The Progression Steps should act as a planning tool but NOT an assessment tool.

Under each Progression Step are Descriptions of Learning. These outline what pupils should be learning during each Progression Step for each AoLE.

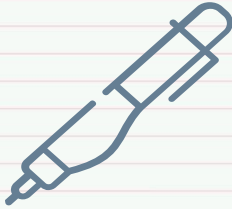
Descriptions of Learning are split using the What Matters Statements for each AoLE.

Let's take a look: <https://hwb.gov.wales/curriculum-for-wales/humanities/descriptions-of-learning>

Cross-curricular skills

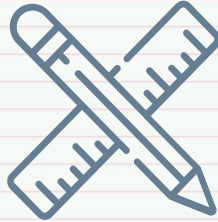
Intertwined within the curriculum, should be cross-curricular skills. These are:

①



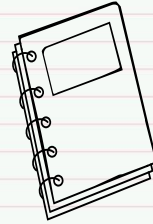
Literacy

②



Numeracy

③



Digital
Competence

Relationships and
Sexuality Education

Values and Ethics

Diversity

Careers

Human Rights and
UNCRC

Non-negotiables

The curriculum must:

- Enable learners to make progress towards the four purposes
- Be broad and balanced
- Be suitable for learners of different ages, abilities and aptitudes
- Provide for appropriate learner progression
- Include all six Areas
- Cover every statement of What Matters
- Include the mandatory curriculum components of religion, values and ethics, relationships and sexuality education, Welsh and English
- Embed the mandatory cross-curricular skills
- Incorporate a range of assessment approaches which support learner progression



Further Information



CfW Blog: <https://curriculumforwales.gov.wales/>

Introduction to CfW:

<https://hwb.gov.wales/curriculum-for-wales/introduction/>

Literacy and Numeracy Framework:

<https://hwb.gov.wales/curriculum-for-wales/cross-curricular-skills-frameworks/literacy-and-numeracy-framework/>

Digital Competence Framework:

<https://hwb.gov.wales/curriculum-for-wales/cross-curricular-skills-frameworks/digital-competence-framework/>



Any Questions