

# The six steps of curriculum design™

Designing a curriculum is not easy. It is a complicated process that needs to be carefully thought through and involves much strategic decision making. With over 1400 schools now using Curriculum Maestro, we have identified six crucial steps of effective curriculum design. Follow these steps to design your curriculum, whether you are starting from scratch or reviewing your existing curriculum.

## Review and evaluate

Decide what works well and where there is room for improvement

### Step 6

You have an established curriculum. The next step is to regularly review its impact on teaching and learning and to make any adaptations or changes. It will help to consider the original curriculum principles and purposes when reviewing, and focus on areas for development in school.

Tip: Check that monitoring of coverage and assessment for learning is a live and integral part of your curriculum. (Maestro: Actual coverage)

## Resources

Source high quality resources to deliver your curriculum

### Step 5

You now need to identify the resources required to bring your curriculum to life and enhance its coherence. A good curriculum needs high quality resources. These include human resources, practical equipment, community partners, environments and teaching resources.

Tip: Create resources to support the lessons, rather than lessons created to match a resource. (Maestro: 100+ adaptable projects with matched resources)

## Teaching narrative

Plan the delivery of your curriculum

### Step 4

After organising your long term plans, teachers need to plot the narrative of their projects. A teaching narrative should be vibrant and cohesive. It should detail the starting point for each project, explain how it will develop and outline desired outcomes. This process creates a medium term plan that can be used as a starting point for short term plans if these are required.

Tip: Use a system that helps you to select and order learning. (Maestro: Lesson sequence)

### Step 1 Principles and purpose

Set out the intent of your curriculum

Begin the design process by establishing your curriculum principles. The curriculum principles should reflect your school's values, context, pedagogy and needs. You should be able to explain the purpose or intent of your principles.

Tip: Use a shared platform to define your curriculum principles, vision and intentions and share these with stakeholders. (Maestro: Curriculum statement)

### Step 2 Entitlement and enrichment

Develop your pupil entitlement

After clarifying your principles and purpose, you should set out your pupil entitlement. The pupil entitlement should explain how you intend to enrich the curriculum with educational visits, extracurricular activities and specific experiences.

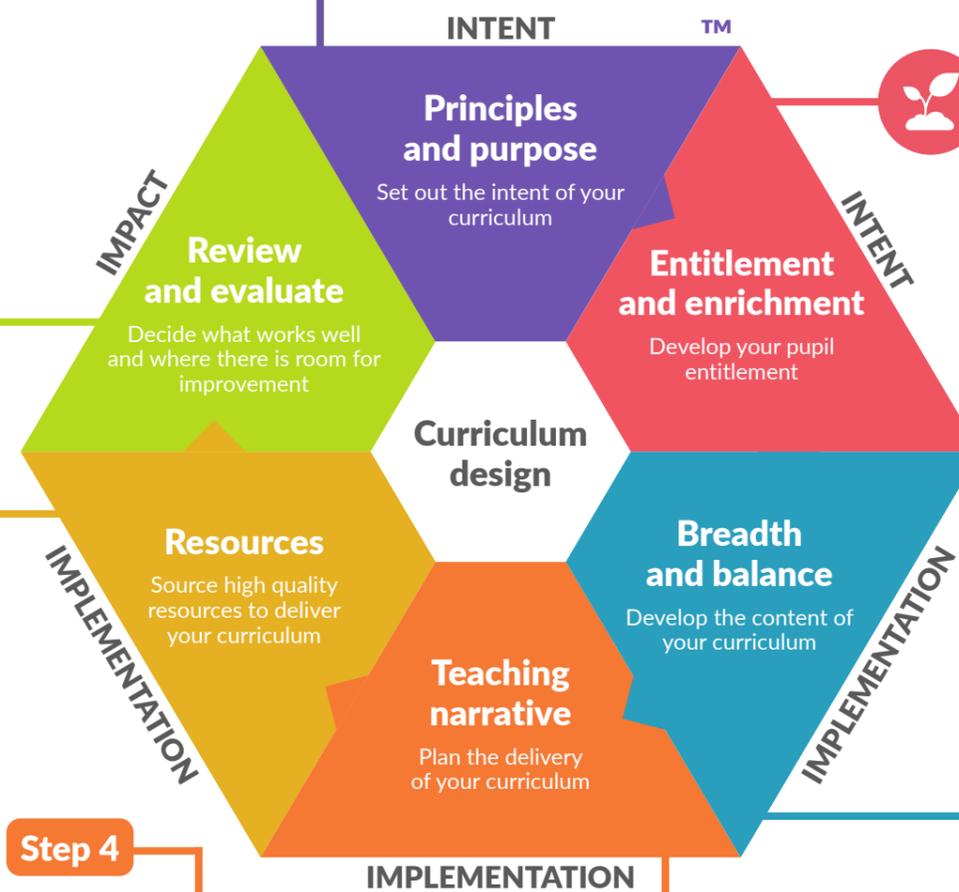
Tip: Consider what pupils will experience as they move through school and map these out. Entitlement should link to your curriculum principles where possible. (Maestro: Entitlement editor and Memorable experience map)

### Step 3 Breadth and balance

Develop the content of your curriculum

You will need to arrange your curriculum content into a range of exciting themes and projects. Make strategic decisions about what your curriculum covers, how it covers it, and in how much depth, to achieve both breadth and balance. These choices and decisions create your school's curriculum structure or long term plan.

Tip: Use a system to check coverage of national curriculum objectives and provide a clear framework for progression through your curriculum. (Maestro: Detailed coverage analysis and linked progression framework)



## Do you want help to design your curriculum?

Since 2010, we have helped over 2000 schools in England and Wales to design, deliver and manage their curricula. Contact us on

**03333 20 8000**

to book a free online meeting with a curriculum adviser