مدرسة الوحدة الخاصة

AL WAHDA PRIVATE SCHOOL

An American Curriculum School

Integrated Curriculum Policy (K–12)

2025-2026

Al Wahda School Integrated Curriculum Policy (K–12)

Effective: August, 25

Next review Date: June, 26

1. Vision

Al Wahda School aims to create a dynamic and interconnected learning environment where students learn across subjects, build real-world skills, and become innovative, socially responsible citizens.

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2. Goals

This policy is designed to:

- Promote **cross-curricular learning** that connects subject areas.
- Encourage the use of **big ideas and essential questions** to guide learning.
- Embed **STEM and STREAM education** to build problem-solving and innovation skills.
- Foster a school-wide culture of **creativity, entrepreneurship, and innovation**.
- Teach **social enterprise** to prepare students to make a positive impact on their communities.

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3. Who This Applies To

All K–12 students and teachers at Al Wahda, across all subjects: Math, Science, English Language Arts (ELA), Social Studies, Art, Music, Physical Education, Technology, and elective programs.

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4. Core Teaching Strategies

4.1 Cross-Curricular Learning

What it is: Teaching that blends two or more subjects together in a meaningful way.

How we do it:

- Use **Project-Based Learning (PBL)**.

- Encourage teacher teams to plan together.
- Base projects on real-world themes and aligned with **state standards (e.g., Common Core, NGSS)**.

Examples:

- **Grades K–2:** "All About Me" – integrates reading, writing, health, and art.
- **Grades 3–5:** "Protect Our Planet" – blends science (ecosystems), math (data), writing (opinion pieces), and tech (digital posters).
- **Grades 6–8:** "Innovate for Change" – STEM design challenges around global issues.
- **Grades 9–12:** Capstone projects combining core subjects with electives like Business, Tech, or Media Arts.

4.2 Shared Concepts & Essential Questions

What it is: Ideas that apply across multiple subjects and help students make connections.

Sample Concepts:

- Change, Systems, Identity, Innovation, Power, Relationships

Example – Grade 7 (Concept: "Systems"):

- **Science:** Body systems
- **Math:** Graphing and equations
- **ELA:** Narrative structure
- **Social Studies:** Government and economic systems

4.3 STEM & STREAM

What it is: A hands-on, integrated approach to Science, Technology, Engineering, Math—and the Arts and Reading.

How we do it:

- Design integrated STEM/STREAM units at each grade level.
- Use **Makerspaces and Innovation Labs** for hands-on learning.

- Partner with local colleges, STEM businesses, and community organizations.

Sample STREAM Project – Grade 5: "Design a Green City":

- **Science:** Renewable energy
- **Technology:** Smart city planning software
- **Engineering:** Building models
- **Art:** City branding and design
- **Math:** Budgets and measurements
- **ELA:** Persuasive speeches to city council

4.4 Innovation and Entrepreneurship

What it is: Encouraging students to solve problems creatively and turn ideas into action.

How we do it:

- **Innovation Week** every year with student-led projects.
- Introduce **Design Thinking** in grades 3–12.
- Offer **electives and clubs**: robotics, digital media, entrepreneurship, etc.
- Require **one innovation project per grade level each semester**.

4.5 Social Enterprise Education

What it is: Teaching students to build solutions to social problems through entrepreneurial thinking.

By Grade:

- **K–5:** Community helpers and kindness projects
- **6–8:** Start-up simulations and service learning
- **9–12:** Full social enterprise programs and pitch competitions

Student Assessment Includes:

- Creativity, teamwork, ethical decision-making

- Impact on school or community
- Presentation skills

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5. Implementation Plan

5.1 Planning & Scheduling

- Grade-level and subject-area teams meet **quarterly** to plan interdisciplinary projects.
- Shared digital space for curriculum maps and project documentation.

5.2 Professional Development

- Ongoing training in:
    - Project-based learning
    - STEM/STREAM strategies
    - Design thinking
    - Entrepreneurship education
- Use of **coaching cycles and peer observation** for support

5.3 Facilities and Resources

- Innovation Labs
- Mobile STEM/Tech carts
- Outdoor learning spaces
- Access to tech tools (e.g., robotics kits, tablets, 3D printers)
- STEAM-focused classroom libraries

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6. Assessment and Evaluation

6.1 Student Learning

- Rubrics that assess:
    - Creativity and critical thinking

    - Real-world application
    - Communication and collaboration
- Use of:
    - Portfolios and digital showcases
    - Student-led conferences
    - Peer and self-assessments

6.2 Program Review

- Annual review by school leadership teams
- Surveys and feedback from:
    - Students
    - Teachers
    - Parents
- Metrics include:
    - Student engagement
    - Project quality
    - Community involvement

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7. Monitoring & Accountability

- Each grade and subject team designates a **Curriculum Integration Leader**.
- Mid-year and year-end project reports submitted to leadership.
- **Student Advisory Group** provides feedback on program relevance and impact.

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8. Community and Industry Partnerships

We will continue building strong relationships with:

- Local non-profits and businesses
- Colleges and universities

- STEAM professionals and mentors
- Parent and alumni networks

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9. Policy Review Cycle

This policy will be reviewed every **two years** by the Academic Leadership Team with input from all stakeholders including the SLT.