AI Curriculum Policy

Introduction

At The Lyceum, we are dedicated to cultivating well-rounded individuals with a love for learning, curiosity and creativity. In an era where artificial intelligence (AI) is increasingly shaping the future of education, we aim to integrate AI in a way that supports our ethos of holistic development and empowers our pupils to think critically and ethically. This policy outlines how AI will be used across the curriculum, ensuring it enhances teaching and learning while remaining aligned with the core values of our school.

Our approach to AI is guided by our commitment to nurturing kind, confident and creative learners who are prepared for the future, both academically and personally. By responsibly incorporating AI into our educational practices, we strive to equip our pupils with the necessary skills for the rapidly evolving digital landscape.

Vision and Objectives

1. Enhance Learning Opportunities:
Leverage AI tools to provide personalised learning experiences, aligning with our commitment to nurturing each pupil's unique talents and strengths. AI will support differentiated instruction, enabling pupils to progress at their own pace and fostering a love for learning in all subjects.

2. Foster Digital Literacy:
Equip our pupils with essential skills to navigate AI technologies responsibly. Our approach emphasises critical thinking, ethical awareness and digital citizenship, preparing pupils to be thoughtful, informed users of emerging technologies.

3. Promote Creativity and Collaboration:
Use AI to inspire innovation and encourage collaborative problem-solving across the curriculum. Whether in science, humanities or the arts, AI will open new avenues for creativity, helping pupils develop solutions and ideas that go beyond traditional learning methods.

4. Engage and Inform Parents:
Keep our Lyceum families informed about AI integration through regular updates, workshops, and open discussions. We will highlight the benefits of AI, address any concerns, and outline our safeguarding measures to ensure a positive and secure learning environment.

5. Support Teachers and Enrich Teaching:
Provide our dedicated Lyceum staff with AI-powered tools and resources to enhance lesson planning and classroom engagement. Tailored professional development will ensure teachers are confident and equipped to integrate AI in ways that enrich the educational experience for all pupils.

Implementation Across Subjects

1. Science and Technology:

Pupils will have the opportunity to explore interactive science simulations using **PhET**. These free, engaging tools allow pupils to experiment with virtual science concepts such as electricity, motion, and ecosystems.

Google Earth will be used to enhance our pupils' learning in science, offering a unique way to explore the planet's ecosystems, weather patterns, and landforms.

Pupils will use platforms such as Google AI and Scratch with machine learning extensions to deepen their understanding of coding, data analysis, and scientific concepts, as well as this, pupils will be given the opportunity to apply their coding knowledge to create models and simulations online using websites such as CoSpaces.

AI is successfully integrated into our Computing and STEAM programmes, laying a solid foundation to expand these benefits across all subjects.

2. Mathematics:

AI platforms such as Times Tables Rock Stars (TTRS) assess individual progress, adapting to each pupil's learning pace and reinforcing our commitment to tailored education.

Problem-Solving: AI-based puzzles and games will be employed to encourage logical thinking and resilience, reflecting our emphasis on curiosity and critical thinking.

3. English and Humanities:

AI-powered tools such as **Read Write Think**, **Quill**, and **Canvas AI Image Generator** will be used to enhance creative writing, expanding pupils' vocabulary, improving sentence structure, and fostering storytelling skills. The **Canvas AI Image Generator** will encourage pupils to visualise their ideas, helping them generate descriptive language for their writing while also introducing them to the concept of AI-assisted creativity. These tools will provide personalised feedback, promoting responsible AI use and supporting pupils in becoming more confident and skilled writers.

Pupils will use child-friendly AI-driven research tools like **Google Earth** and **TimeMaps** to explore historical events and analyse primary sources in an engaging, interactive way. These platforms will deepen pupils' understanding of historical contexts and events, supporting our inquiry-based approach to history and encouraging curiosity.

4. Art and Design Technology:

In Art lessons, pupils will engage in age-appropriate discussions about the role of AI in creative fields. They will explore questions around originality and ownership, helping them understand the balance between human creativity and technological tools. These conversations will also encourage pupils to think critically about how technology impacts the way we create and share art.

5. Music:

Instrumental teachers at The Lyceum use two apps to help aid pupils learning. The app **Flat** is a music notation app that lets children compose and collaborate on music in a fun and engaging way. It helps them understand musical structure by allowing them to write sheet music, experiment with different instruments and hear their compositions played back in real time. The collaborative features also encourage teamwork and creativity, making music a shared and interactive experience.

ReadAhead is a disappearing score app that helps pupils improve sight-reading skills through engaging and interactive exercises. It gradually increases the difficulty of note patterns and rhythms, helping children develop confidence and fluency when reading music. This app supports the primary music curriculum by making sight-reading practice fun and accessible, reinforcing essential skills for playing instruments.

In class Music we use two different platforms to teach composition. **Kandinsky**, available through Google's Chrome Music Lab, turns drawings into music, combining visual art and sound. Pupils can explore musical creativity by drawing shapes and patterns that produce different tones and rhythms. This playful approach helps children understand musical concepts like pitch and rhythm in a hands-on, experimental way.

Google Paint with Music allows children to create melodies by painting colourful pictures, with different colours and shapes representing various musical notes and sounds. It encourages creativity and helps pupils explore the relationship between visual and auditory art forms. This app makes learning music feel approachable and fun, especially for younger children who enjoy drawing and experimenting and who may not be able to read traditional music notation yet.

For the older years **GarageBand** is a powerful music production app that lets pupils compose, record, and mix their own songs using virtual instruments and loops. It introduces children to digital music-making, allowing them to experiment with melody, harmony, and rhythm in an accessible way. By creating their own tracks, they gain hands-on experience with music technology and creative expression.

Boomwhackers offer a fun and hands-on approach to our music education, using coloured percussion tubes to explore pitch and rhythm. This playful method can be integrated with AI to personalise learning experiences, allowing our pupils to engage with music while developing their understanding of musical concepts at their own pace.

Monitoring and Safety Measures

Ensuring the safe and responsible use of AI is paramount at The Lyceum. We have established a comprehensive framework to monitor AI usage across the school, prioritising pupil safety, privacy and well-being.

1. Monitoring Usage:

Senior Leadership Team (SLT) will closely supervise pupils' use of AI tools, ensuring they are used appropriately and constructively.

The SLT and STEAM teacher will conduct regular audits to review AI applications, ensuring they meet safety standards.

2. Ensuring Responsible Use:

Pupils will receive regular guidance on the responsible and ethical use of AI in their STEAM and Computing lessons. Topics will include data privacy, understanding AI biases and the importance of critical thinking when interacting with AI tools.

Code of Conduct:

See AI Academic Integrity Policy & AI Governance, Policy & Implementation

3. Safeguarding Data Privacy:

All AI tools used at The Lyceum will comply with GDPR regulations. Pupil data will be handled securely, and parents will be informed of any data collection practices.

4. Reporting and Addressing Concerns:

A clear process will be in place for pupils, staff and parents to report any concerns related to AI usage. These will be addressed promptly by the SLT.

Regular Reviews:

The Assistant Head Academics, Fahmida Ismail, in collaboration with the Headmaster, Mike Stanley, and the governing board, will regularly review this AI policy and the practices to ensure they remain effective and relevant.

Parental Engagement

We will keep parents informed about how AI is integrated into our curriculum and the positive impact it has on learning. Updates will be shared through newsletters, parent meetings and The Hoot, where we will highlight how AI tools support pupils' progress and development. Our goal is to ensure parents feel well-informed and confident about the role AI plays in enhancing their child's education.

Hardware and Infrastructure

Devices:

The Lyceum will provide access to Google Chromebooks, and interactive whiteboards equipped with AI-compatible software.

Cloud Platforms:
The school will use secure cloud-based platforms, such as Google Classroom, to support collaborative AI projects and ensure the safe storage of pupil work.

Robotics and Coding Kits:

Resources like CoSpaces Edu Merge Cube and micro:bit devices will introduce pupils to AI concepts in a practical and engaging way, particularly within STEAM subjects.

Staff Training and Support

Professional Development:

Regular training sessions will be provided for staff to stay updated on AI advancements and best practices for integrating AI tools effectively.

Resource Library:

A library of AI resources will be developed to support teachers in incorporating AI into their lessons across subjects.

Leadership Support:

Fahmida Ismail, Assistant Head Academics, will oversee the integration of AI across the curriculum and provide ongoing support for teachers, alongside Paul Clifford, our STEAM and Computing teacher.

AI Ethics and Responsibility

Pupils will engage in age-appropriate discussions about the ethical use of AI, including topics like fairness and how technology impacts our daily lives. These conversations will take place in STEAM and Computing lessons and assemblies, helping pupils understand the importance of using AI responsibly.

Teachers will guide these discussions, making sure pupils understand the balance between innovation and ethical use of technology.

Governance and Oversight

The Lyceum's governing board, alongside Fahmida Ismail and Paul Clifford, will play an active role in monitoring the implementation of AI across the curriculum. They will:

- Ensure AI policies align with the school's values and long-term educational goals.
- Regularly review how AI is being used in the classroom and gather feedback from teachers and pupils. This will help to see what is working well and where improvements can be made to support learning.
- Provide strategic direction to ensure ethical considerations and data privacy remain paramount.

Conclusion

By thoughtfully integrating AI across the curriculum, we aim to enhance educational experiences, foster critical thinking and ensure our pupils are prepared for the future. We remain dedicated to empowering pupils through innovation while nurturing compassion, creativity and resilience, which are core to our ethos. AI is a tool that will complement our already strong teaching methods, ensuring that each child can thrive and achieve their potential in a rapidly evolving world.