



Art and Design Subject Statement

*This document supports the school vision
Caring For Others And Courageously Striving
For Excellence*

Our art and design curriculum aims to promote pupils' understanding of, and commitment to, our school values; **compassion, resilience, trust** and support pupils' spiritual, moral, social and cultural development; including their understanding of right and wrong, of equal opportunities for all and of the school learner behaviours – to be **aspirational, community-minded, curious, determined and independent**.

We aim to provide lessons that inspire and challenge pupils; and equip them with the knowledge and skills that they need to experiment and to create their own artworks. They learn about a variety of artists, skills, techniques and processes, so that they can express themselves and develop as creative thinkers and problem solvers. By providing engagement with the work of a range of diverse artists and designers, we aim to foster an appreciation of alternative perspectives and support pupils' development as global citizens.

Our curriculum for art and design aims to ensure that all pupils follow a programme of study that supports skills progression across a range of techniques including; drawing, painting, sculpture, printing, textiles and collage. Some lessons focus on individual artworks or artists to give the children opportunities to appreciate, evaluate and respond to these and to learn about historical and cultural contexts.

EYFS Year R

Art and design activities contribute to all three of the key areas that form a foundation for igniting children's curiosity and enthusiasm for learning, forming relationships and thriving:

- communication and language
- physical development
- personal, social and emotional development.

Art and design activities are key to teaching and learning in the *Creating with Materials* strand of *Expressive Arts and Design*.

Key Stage 1 and Key Stage 2

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms

In Key Stage 1

Pupils are taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Key Stage 2

Pupils are taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials
- about great artists, architects and designers in history

Teaching and learning:

- Long and medium term planning cycles are on a two-year cycle so that pupils have complete coverage of the NC Programme of Study.

Assessment and progression

- Information about prior attainment recorded on Target Tracker supports lesson planning including differentiation
- Formative assessment (Assessment for Learning) by the teachers (and teaching assistants) is part of every lesson so that misconceptions can be addressed as they arise

Art and Design Programme of Study

EYFS Expressive Arts and Design: Creating with Materials

Year R	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.
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Generating Ideas and Making: Drawing

Year 1	Produce a range of marks, lines and curves. Use a variety of tools including pencils, crayons and felt tips.
Year 2	Use lines to represent objects seen, remembered and imagined. Use chalk and soft pastels.
Year 3	Draw accurately from direct observations. Use hatching, cross hatching, slinky, stipple and scribble. Use charcoal.
Year 4	Use tone and shading using different grades of pencil, pastel and chalk.
Year 5	Draw with increased accuracy. Draw familiar objects from different viewpoints.
Year 6	Draw faces using correct proportions. Use shading to create mood.

Generating Ideas and Making: Painting

Year 1	Identify colours, including shades. Use paints of different consistencies. Use colour washes.
Year 2	Mix paints to create new colours. Add tones – black and white.
Year 3	Identify and name primary and secondary colours. Use hot and cold colours
Year 4	Paint with increasing accuracy to explore colour and mood.
Year 5	Use shades of colours and add details to painted pictures.
Year 6	Use hues and tints to match seen objects. Use painted designs on 3D models

Generating Ideas and Making: Collage and textiles

Year 1	Tear, cut and glue paper and card to create a collage.
Year 2	Cut a range of materials including fabric. Sew fabrics together.
Year 3	Cut accurately. Shape and position materials. Experiment using different colours.
Year 4	Use knowledge about textiles and sewing skills as part of a project.
Year 5	Use different grades of thread and needles
Year 6	Apply my knowledge of different techniques to design and make an artwork.

Generating Ideas and Making: 3D Construction

Year 1	Make constructions from junk materials. Cut, roll and coil materials such as clay, dough or <i>Plasticine</i> ; add texture by using tools
Year 2	Make models using card. Make a pot out of clay, dough or <i>Plasticine</i>
Year 3	Make models using card and add decorative details.
Year 4	Make models using papier mache.
Year 5	Add decorative details to papier mache models. Use recycled, natural and man-made materials to create a sculpture.
Year 6	Make a 3D sculpture using a range of joining methods e.g. gluing, stitching, weaving, tying.

Generating Ideas and Making: Printing

Year 1	Create rubbings showing a range of textures and patterns. Print from an object onto paper and textiles.
Year 2	Design own printing block. Produce repeated patterns by printing e.g. potato printing
Year 3	Design, make and use printing blocks using a relief method.

Year 4	Design, make and use printing blocks with increasing accuracy. Create printing blocks using an impressed method.
Year 5	Print onto different materials. Overprint using different colours.
Year 6	Produce a set of repeated prints with 2 colour overlays with some accuracy. Select printing effective methods for a design.
Sketchbooks	
Year 3	Use sketch books to record observations, develop, review and revisit ideas.
Year 4	
Year 5	
Year 6	
Evaluating and Knowledge	
Year 1	Describe responses the work of an artist, craft maker or designer. Ask and answer questions about a piece of art. Talk about own artwork
Year 2	Say how artists have used colour, pattern and shape. Create a piece of work in response to an artist's work. Describe response to own artwork.
Year 3	Explain the importance of a great artist, architect or designer. Compare own artworks with others.
Year 4	Experiment with different styles which artists have used. Explain the importance of a great artist, architect or designer in the context of historical background. Think critically about artworks.
Year 5	Explain the importance of a great artist, architect or designer in the context of historical and cultural background. Relate own experiences and artworks to great artists; write critically about own artworks.
Year 6	Evaluate and analyse creative works using the language of art, craft and design.