



The Batt C.E. School & St Mary's Primary

Art and Design Curriculum Statement



Our Intention is that...

At our schools a scheme of learning has been chosen that will ensure high quality delivery of the National Curriculum for Art and Design, which ensures that children are supported to meet the end of key stage attainment targets in an engaging, thorough and inspiring manner. Our scheme of work has also been written to fully cover the National Society for Education in Art and Design's progression competencies and is an Artsmark partner, giving further assurance that our children are offered well planned sequences of lessons that inspire them to create, experience, and participate in great arts and culture.

Our scheme of learning enables our pupils to experiment and invent their own works of art, building their confidence as they learn. The scheme is written by experts in their field and is designed to give pupils every opportunity to develop their ability, nurture their talent and interests, express their ideas and thoughts about the world, as well as learning about the rich heritage and culture of the British Isles and beyond.

Implementation

Our scheme of work is designed with four strands that run throughout.

These are:

- Making skills
- Formal elements (line, shape, tone, texture, pattern, colour)
- Knowledge of artists
- Evaluating

To ensure retention and progression of knowledge and skills, these strands are revisited in every unit. In our *Art and design skills* and our *Formal elements of art* units, pupils have the opportunity to learn and to practise skills discretely. The knowledge and skills from these units are then applied throughout the other units in the scheme. Key skills are revisited repeatedly with increasing complexity in a spiral curriculum model. This allows pupils to revise and build on their previous learning.

The scheme's Curriculum overview shows which of our units cover each of the National curriculum attainment targets as well as each of the strands.

Our Art Curriculum document shows the knowledge coverage and the progression of skills document shows the skills that are taught within each year group and how these skills develop to ensure that attainment targets are securely met by the end of each key stage.

Our art and design curriculum develops pupil's knowledge and understanding of key artists and art movements, sculptors and architects in relevant units of work. The units of work fully scaffold and support essential and age-appropriate sequenced learning. Creativity and independent outcomes are robustly embedded into the units, supporting

students in learning how to make their own creative choices and decisions, so that their art outcomes, whilst still being knowledge-rich, are unique to the pupil and personal.

The Art and design units have been given the titles Drawing; Painting and Mixed Media; Sculpture and 3D and Craft and Design to make skills progression within the spiral curriculum more easily identifiable. However, we recognise that skills in Art and design flow between units and thus the curriculum has been designed to be holistic.

Lessons are always practical in nature and encourage experimental and exploratory learning with Key Stage 2 pupils using sketchbooks to document their ideas. Lessons are adapted as appropriate to ensure that they can be accessed and enjoyed by all pupils with opportunities to stretch and deepen pupils' learning. 'Knowledge Organisers' are used to introduce each unit and are referred to regularly to support pupils in building a foundation of factual knowledge by encouraging recall of key facts and vocabulary.

Our scheme of work ensures children receive expert teaching in Art and design. Pupil videos, created by subject specialists, support teaching in lessons, using the interactive whiteboard to ensure that all children have a clear view of demonstrations. The children can clearly see art techniques being modelled by experts, ensuring that the delivery of Art and Design is of the highest quality. Each unit of lessons also include multiple teacher videos to develop subject knowledge and support ongoing CPD, helping teachers feel supported to deliver lessons of a high standard, thereby ensuring pupil progression.

Art and Design alternates each short term with Design Technology so that longer sessions can be taught each week in each subject, while ensuring that the children receive their full entitlement to lessons in each subject.

	Beyond the enjoyable and often therapeutic process of the children producing their artwork, we love to celebrate, appreciate and share the children's artwork through displays, sharing afternoons and in online galleries in the newsletters. During the course of the year we supplement our programme of learning with the offer of an Art Club, often available for different year groups at different times of the year. When possible we take part in local art competitions as well as The Big Draw Festival.
Impact	As part of the units of work children are involved in the evaluation, dialogue and decision making about the quality of their outcomes and the improvements they need to make. By taking part in regular discussions and decision-making processes, children will not only know facts and key information about art, but they will be able to communicate confidently about their own learning journey, have higher metacognitive skills and have a growing understanding of how to improve. Children's work is continuously monitored through both formative and summative assessment opportunities. Teachers assess pupils against the learning objectives, giving instant feedback. A quiz is given at the end of each unit of work to assess knowledge gained and an initial 'knowledge catcher' is used at the start of the unit to evaluate prior knowledge and inform planning. We intend that all our children leave primary school equipped with a range of art and design techniques along with the confidence and creativity to form a strong foundation for their Art and design learning at Key Stage 3 and beyond. The expected impact of following the Kapow Primary Art and design scheme of work is

that children will:

- ❖ Produce creative work, exploring and recording their ideas and experiences.
- ❖ Be proficient in drawing, painting, sculpture and other art, craft and design techniques.
- ❖ Evaluate and analyse creative works using subject-specific language.
- ❖ Know about great artists and the historical and cultural development of their art.
- ❖ Meet the end of key stage expectations outlined in the National curriculum for Art and design.

Progress and the delivery of Art and design is monitored throughout the year with Sketchbook scrutinies, lesson visits and pupil and staff feedback. The subject leader can then reflect on the quality of provision and review, troubleshoot and implement changes and provide support as necessary.