

Art and Design Policy



Purpose of Study – National Curriculum 2014

“Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop their understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.” National Curriculum, 2014

INTENT

At Hallaton C of E Primary School, we provide a quality creative Art and Design curriculum that provides opportunities for every child to reach their full potential in this subject area. Our principal aim is to develop the children’s knowledge, skills and understanding in Art and Design.

We are committed to providing all children with quality learning opportunities to engage in every aspect of Art and Design. The purpose of Art and Design education is to give pupils the skills, concepts and knowledge necessary for them to express their responses to ideas and experiences in a visual or tactile form. It fires their imagination and is a fundamental means of personal expression. While it is essentially a practical subject, art should provide opportunities for reflection and, with increasing sensitivity, pupils should acquire the ability to make informed, critical responses to their own work and that of others.

Our whole-school big ideas in Art and Design are: Explore and Create, Skills and Techniques, Evaluate and Analyse and Inspiring Artists. These ideas are developed through our four Key Strands: Drawing, Painting & Mixed Media, Sculpture & 3D and Craft & Design. The four strands of knowledge, and the interplay between them, enable pupils to generate ideas and use materials to develop their own artistic identity.

The aims of our Art and Design curriculum are:

- To explore and create ideas: understand how ideas develop through an artistic process.
- To master skills and techniques: develop procedural knowledge so that ideas may be communicated.
- To take inspiration from the greats: learn from the historical and cultural development of their art forms throughout history.
- To communicate as an artist and designer using representations, vocabulary and techniques to evaluate and analyse.

IMPLEMENTATION – TEACHING AND LEARNING CYCLE

At Hallaton C of E Primary School we follow Kapow Primary's Art and Design scheme of work. This scheme supports pupils to meet the National curriculum end of key stage attainment targets and has been written to fully cover the National Society for Education in Art and Design's progression competencies. Kapow Primary's Art and design scheme of work aims to inspire pupils and develop their confidence to experiment and invent their own works of art. Our scheme is written by experts in their field and 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 art and artists across cultures and through history.

Lessons are always practical in nature and encourage experimental and exploratory learning with pupils using sketchbooks to document their ideas. Knowledge organisers for each unit support pupils by providing a highly visual record of the key knowledge and techniques learned, encouraging recall of skills processes, key facts and vocabulary.

Units of lessons are sequential, allowing children to build their skills and knowledge, applying them to a range of outcomes.

Curriculum Early Years

In EYFS, Art and Design is taught through the specific area of learning and development; expressive Arts and Design. This is delivered through using the Kapow Primary Art and Design scheme and through exploration and child-initiated play. Units within the Kapow scheme are organised into four core areas:

- Drawing
- Painting and mixed-media
- Sculpture and 3D
- Craft and design

Through each unit pupils will explore and be introduced to the keys areas that will continue to be built upon in Key Stage 1 and Key Stage 2.

In KS1 and KS2 children follow the National Curriculum for Art and Design and are taught:

Key Stage 1

- 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, shape 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

- to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.
- 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 [for example, pencil, charcoal, paint, clay].
- about great artists, architects and designers in history.

We ensure that the act of designing and creating includes exploring and developing ideas, evaluating and developing work. We do this through a mixture of direct teaching and individual/group activities. Teachers encourage children to evaluate their own ideas and methods, and the work of others, to say what they think and feel about them. The children are given opportunities within lessons to work on their own and collaborate with others, on projects in two and three dimensions Children also have the opportunity to use a wide range of materials and resources.

Progression of Skills

Progression of skills in Art and Design are developed from EYFS through to Year 6 (see our End Points document) and are taught through our key strands: Drawing, Painting & Mixed Media, Sculpture & 3D and Craft & Design. Key skills are revisited with increasing complexity in a spiral curriculum model. This allows pupils to revise and build on their previous learning. Although individual lessons might, by the very nature of creativity, be slightly different from class to class within in a year group, these key skills are at the centre of teaching and learning in Art and Design.

Differentiation and Inclusion

We recognise the fact that we have children of differing ability in all our classes, and so we provide suitable learning opportunities for all children by matching the challenge of the task to the ability of the child.

Kapow offers differentiated guidance for every lesson to ensure that lessons can be accessed and enjoyed by all pupils and opportunities to stretch pupils' learning are available when required. We are able to further adapt learning through resources, expected outcome and/or support from peers or adults.

Assessment and Recording

The impact of Kapow Primary's scheme can be constantly monitored through both formative and summative assessment opportunities. Each lesson includes guidance to support teachers in assessing pupils against the learning objectives and each unit has a unit quiz and knowledge catcher, which can be used at the start and/or end of the unit.

Further evidence is kept in the form of;

Photographs, Displays, EYFS Learning Journey/Tapestry, KS1 Topic Books and Photographs, KS2 Sketchbooks. We recognise that children in EYFS and KS1 like to take their art work home to celebrate and display in their home environment. Photographs are often taken to record work in these year groups and stored in the art folder on the server.

Each term, the evidence outlined above, informs a Teacher Assessment of a child's ability as: either 'Below/Working Towards', 'At', or 'Above' age related expectations. This is formally fed back to parents, in Parents' Evenings and an end of year report.

IMPACT

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.

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