**Art and Design – Delph Side Community Primary School**

To ensure all children **enjoy** their learning and attending school.

To provide opportunities for children to **embrace**learning through real-life, hands-on experiences.

To prepare children to **evolve** into the next stage of their schooling.

**Intent**

At Delph Side Community Primary School, we aim to provide creative high-quality Art lessons to inspire and motivate our children to prepare them for their next stage of life.

Our Art and Design curriculum provides children with opportunities to develop their artistic skills using a range of media and materials. By the age of 11, the children will learn the skills of drawing, painting, printing, collage, textiles, 3D work and digital art. Through this they are given opportunities to explore and evaluate different innovative ideas. Children will be introduced to varied pieces and develop knowledge of styles and vocabulary used by some famous artists. The skills they will obtain are applied to their other curriculum topics, allowing children to use their Art skills and understanding to reflect on and explore topics in greater detail; for example, by sketching historical artefacts in detail or using art as a medium to express emotion and to enhance their personal, social and emotional development.

At Delph Side, it is paramount that our art work be purposeful; through various forms of expression or exploring styles of other artists that inspire our own work. Pupils should be clear what the intended skills and outcomes are and have a means to measure their own work against this. In Art, children are expected to be reflective and evaluate their work, thinking about how they can make changes and keep striving to improve. This should be continuous throughout the process, with evidence of age-related verbal and written reflections in sketchbooks. Children are encouraged to take risks and experiment in a variety of ways and then reflect on why some ideas and techniques are successful and some are not.

**Implementation**

As part of this planning process, Subject leaders and teachers will plan the following for in preparation of teaching the lessons:

* Art and Design Curriculum Map and Progression of skills. This outlines knowledge and skills (including vocabulary) all children must master.
* A series of lessons, which carefully plans for progression and depth.
* Challenge questions for pupils to apply their learning in a philosophical/open manner.
* Enrichment opportunities to enhance the learning experience.
* Displaying and celebrating the pupils’ artwork in their class, around school and in the wider community.

**Impact**

Our Art and Design Curriculum has been well thought out and has been planned to demonstrate progression of skills.

In addition, we measure the impact of our curriculum through the following methods:

* A reflection on skills achieved against the planned outcomes.
* Pupil discussions about their learning; which includes discussion of their thoughts, ideas, processing and evaluations of work. (PAQ)
* Learning Walks
* Book Scrutiny
* Staff Attitudinal Questionnaire.

**Rationale**

Art & Design stimulates creativity and imagination. It provides visual, tactile and sensory experiences, and a special way of understanding and responding to the world. It enables children to communicate what they see, feel and think, through the use of colour, texture, form, pattern and different materials and processes. Children become involved in shaping their environments through art and design activities. They learn to make informed judgments and aesthetic practical decisions. They explore ideas and meanings through the work of artists and designers. Through learning about the roles and functions of art, they can explore the impact it has had on contemporary life and on different periods and cultures. The appreciation and enjoyment of the visual arts enriches all of our lives.

The objectives of Art & Design:

* To enable children to record from first-hand experience and imagination
* To develop creativity and imagination through a range of activities
* To improve children’s techniques and ability to control tools and materials.
* To increase their awareness of the role and purpose of art and design in different times and cultures.
* To develop increasing confidence in the use of visual and tactile elements and materials.
* To foster enjoyment and appreciation of the visual arts, and a knowledge of artists, craftspeople and designers.

The National Curriculum for Art & 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.

**Teaching and Learning Style**

The school uses a variety of teaching and learning styles in Art & Design lessons. Children throughout the school will develop their skills and knowledge through a range of practical tasks including; drawing, painting, print making, collage and sculpture. Through these tasks, children’s techniques in colour, pattern, line, shape, form texture and space will develop. Children from Reception – Year 6 receive teaching from our Arts specialist over in The Studio – our purpose built Art and DT Studio.

Our principal aim is to develop the children’s knowledge, skills and understanding of Arts and Culture. Teachers ensure that the children apply their knowledge and understanding so that when investigating and making something, they explore and develop ideas, and evaluate and develop their work. We do this through a mixture of whole class teaching and individual/group work activities. Within lessons, we give children the opportunity to work on their own and to collaborate with others, listening to ideas and treating others with respect. All children in Years 1-6 have a sketch book. Sketch books should evidence the learning process – it should be clear that children are given time to experiment and take risks before conducting a final piece of Art. Children critically evaluate existing pieces of art work, their own work and that of others. They have the opportunity to use a wide range of resources including ICT, developing digital medias, 3D printer and scanner.

In all classes there are children of differing abilities. We recognise this act and provide suitable learning opportunities for all children, matching the challenge of the task to the ability of the child. We achieve this through a range of strategies:

* Setting common tasks that are open-ended and can have a variety of results.
* Providing a range of challenges through the provision of different resources.
* Using additional adults to support the work of individual children or small groups

**Art & Design Curriculum Planning**

Art & Design is a foundation subject within the National Curriculum.  At Delph Side, we deliver Art throughout our newly developed curriculum.  We devise plans which outline the key skills, key learning (as linked in our Curriculum Map and Skills Progression), teaching input and task and an opportunity for reflection at the end of each learning experience.

Activities are planned to build on prior learning and we plan for progression over the year, so there is an increasing challenge for the children as they move through school.

**The Foundation Stage**

Children in Pre-School and Reception are provided with many opportunities to be creative through both adult led and child initiated learning time. Reception also have lessons with our Art specialist weekly. Activities are planned with the Expressive Arts & Design ‘Early Years Outcomes’ in mind and children work towards achieving the Early Learning Goals at the end of their time in Reception. The Pre-School and Reception environments encourage and value creativity. Both classrooms have ‘Creative Areas’ which are stocked with a range of open ended resources - children are able to access these resources independently allowing them to gain a real interest in and love of creative activities from a very early age. Adults work alongside children in their play in order to enhance their creative ideas and thinking.

**Art & Design and Information Communication Technology**

ICT enhances our teaching of Art, where appropriate, across all key stages.  Children use software and skills from the Computing Curriculum to explore colour, shape and pattern in their work. iPads allow children to use the internet to find out more about the lives and works of famous artists and designers. We also use ICT for digital media, 3D printing and scanning.

**Art & Design and Inclusion**

When teaching Art & Design, teachers strive to ensure that they meet the needs of all pupils in their class, including those who special educational needs or disabilities, those who are learning English as an Additional Language, and those who show a special talent in the subject. Every child’s response is unique and activities in Art are planned which allow pupils to respond according to their abilities, with appropriate differentiation by support, resources and outcome.

**Health and Safety**

It is the responsibility of the teacher to ensure all pupils are taught to use materials, tools and techniques for practical work safely and in accordance with health and safety requirements.  All adults working with pupils will be made aware of the health and safety implications, will have access to any guidelines used by the school, and will be aware of the school’s First Aid policy.