# 1 we will:

- appreciate the wonder of God's given creations in the natural world:
- explore and develop our ideas by drawing, collecting ideas and talking about them:
- try out and use a range of materials and tools for drawing, painting, collage, textiles, digital media and printing;
- think and talk about our ideas as we work so that we can change things if we want to;
- learn and understand about colour, line, texture and shape by exploring them;
- look at and talk about the work of other artists.

When I talk to the big employers, they want young people to be numerate and literate, but they also want them to invent and be imaginative problem-solvers

## When we are doing Art and Design in Key Stage

The National Curriculum (2014) for Art and Design states that all pupils should:

What do we learn?

- Produce creative work, exploring their ideas and recording their experiences.
- Become proficient in drawing, painting, sculpture and other art, craft and design techniques.
- 3. Evaluate and analyse artistic works using the language of art, craft and design.
- Know about great artists, craft makers and designers, and understand the historical development of their art forms.

At Preesall Fleetwood's Charity C of E School, we follow the Lancashire planning for Art and Design to ensure we meet the aims of the National Curriculum.

Learning is progressive and sequential with children building skills over time, in inspiring units of work with crosscurricular opportunities..

#### **Our School Vision:**

"You are the light of the world. A school that stands on a hill cannot be hidden". (Adapted from Matthew 5:14)

## When we are doing Art and Design in Key Stage 2, we will:

- investigate, record and develop our ideas by collecting information in our sketch books;
- learn to use different materials and tools (including ICT) to create our art work;
- adapt our own work after discussing, comparing and learning from our own and others' work;
- learn more about the visual and tactile elements such as colour, line and shape etc. and how to use them:
- look at art, craft and design work from different times and cultures and use this to help in developing our own work.

Explore and appreciate God's natural wonders through art.





That's where creativity comes in; it's one of the three central pillars to a high-quality education. Darren Henley, CEO, Arts Council England.

### Intention of Art

At Preesall Fleetwood's Charity School, we value Art and Design as an important part of a child's entitlement to a broad and balanced curriculum, enriching the lives of young people.

and Design

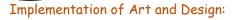
The importance of Art is evident through our Art weeks, in which we plan and deliver skills focusing on a particular skill or aspect of Art, throughout the school. This is often combined with another subject such as English or Geography enabling children to make sense and ask questions of the world around them through Art.

Children explore art as a means of deepening their understanding of the links and difference between faiths.

Our high-quality art and design education engages, inspires and challenges pupils, giving them 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 a more rigorous understanding of art and design.

They should also know how Art and Design both reflect and shape our history, and contribute to culture, creativity and the wealth of our nation.



At Preesall Fleetwood's Charity School, we use Lancashire plans and KLIPs documents to ensure children have a well structured approach and the opportunity to learn about collaboration, of thinking differently, and of developing their own personal creativity.

Children are taught Art as part of their topic work and have the opportunity to look at the work of famous local, national and international artists to enhance their learning.

Key learning covers: Exploring and Developing Ideas. Evaluating and Developing Work, Drawing, Digital Media, Painting, Printing, Textiles, 3-D and Collage.

