

Art & Design High Clarence



Our Art and Design curriculum aims to inspire children to produce creative work, exploring their ideas and recording their experiences. To become proficient in drawing, painting, sculpture and other art, craft and design techniques. To be able to evaluate and analyse creative works and to know about great artists, craft makers and designers.

Big Ideas

- • ☐ Technique (drawing, painting and ☐) sculpture with a range of materials)
- Materials (pencils, paint, charcoal, clay)
- **Observation records** (sketchbooks)
- **Critique** (Austin's butterfly)
- Great artists, architects and designers

Organisation and Sequencing



Our scheme of work fulfils the statutory requirements outlined in the national curriculum (2014). The national curriculum Programme of study for Design and technology aims to ensure that all pupils:



- Exploring mark-making in all its forms, experimenting with line, tone and texture and using a wide range of materials to express their ideas as
- observations and plans as drawings Learning about how artists develo their ideas using drawings.
- Developing painting skills including colour mixing, painting on a range o surfaces and with different tools. Exploring the interplay between
 - Developing drawn ideas into

Constructing and modelling with a

variety of materials, shaping and

joining materials to achieve an

- comparing these and making decisions about which to use to
- Developing personal, imaginative

Links with other subjects

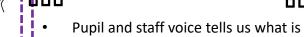
- Art & Design links to other subjects have been deliberately planned
- A&D links to Science and Geography in KS1. Seasonal Changes, Animals Including Humans, Plants...
- A&D links to History in KS1
- A&D links to History, Geography, Science, PSHE and the local area in KS2. The Stone Age, Ancient Egypt, Living Things and their Habitats, Saltholme...

Retrieval Practice



- Knowledge, skills and vocabulary identified
- Knowledge organisers used to support recall and retention
- Low stakes quizzing to develop long term memory
- Key concepts identified (above) are revisited
- Key ideas are investigated by considering what they are and what they are not
- Links across year groups for retrieval of knowledge

Assessment/Intervention_



working well.

- Gaps are identified through end of unit assessments, enquiries, assessment for learning in lessons
- Rapid responsive intervention takes place in the form of pre-learning, personalised provision.

and outcomes of retrieval practice.

Intervention can simply be adapted questions, scaffolds, additional/less instructions



Accessibility



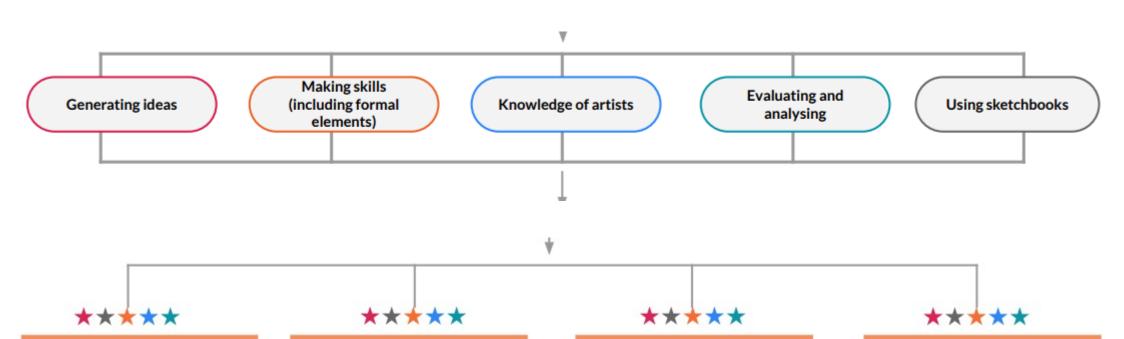
Everyone has access to the DT curriculum at the same pace.

Support is provided for those learners who require it- scaffolds are used to develop a secure understanding.

Considerations is given for learners who grasp concepts more rapidlyquestions are used to deepen learning The scheme of work has been designed as a spiral curriculum with the following key principles in mind:

- ✓ Cyclical: Pupils return to the key strands again and again during their time in primary school.
- ✓ Increasing depth: Each time the key strand is revisited it is covered with greater complexity.
- ✓ Prior knowledge: Upon returning to each key strand, prior knowledge is utilised so pupils can build upon previous foundations, rather than starting again.





Drawing

- Exploring mark-making in all its forms, experimenting with line, tone and texture and using a wide range of materials to express their ideas as drawings.
- Using sketchbooks to record observations and plans as drawings.
- Learning about how artists develop their ideas using drawings.

Painting and mixed media

- Developing painting skills including colour mixing, painting on a range of surfaces and with different tools.
- Exploring the interplay between different media within an artwork.

Sculpture and 3D

- Investigating ways to express ideas in three-dimensions.
- Constructing and modelling with a variety of materials, shaping and joining materials to achieve an outcome.
- Developing drawn ideas into sculpture.

Craft and design

- Designing and making art for different purposes, considering how this works in creative industries.
- Learning new making techniques, comparing these and making decisions about which to use to achieve a particular outcome
- Developing personal, imaginative responses to a design brief