



Art & Design High Clarence



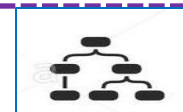
Our Art and Design curriculum aims to inspire children to produce creative work, exploring their ideas and recording their experiences. To become proficient in drawing, painting, sculpture and other art, craft and design techniques. To be able to evaluate and analyse creative works and to know about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

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...

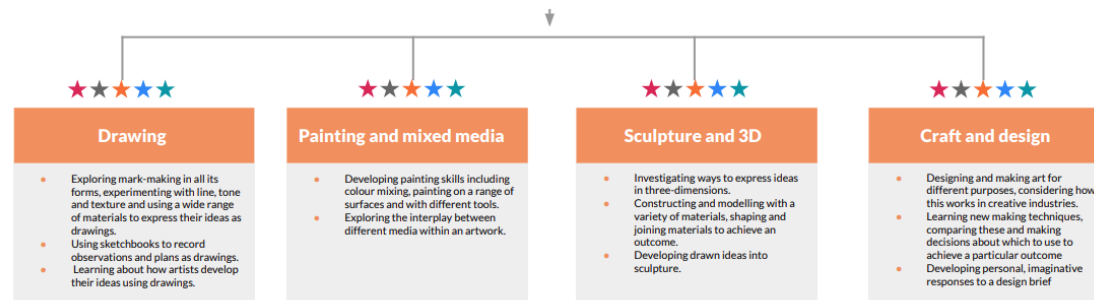
Big Ideas

- **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:



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

- Pupil and staff voice tells us what is working well.
- Gaps are identified through end of unit assessments, enquiries, assessment for learning in lessons and outcomes of retrieval practice.
- Rapid responsive intervention takes place in the form of pre-learning, personalised provision.
- 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 rapidly- questions 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.



