



St Francis and St Joseph's Catholic Primary Schools
Executive Headteacher: Mrs S. Ginzler-Maher

Art and Design Intent, Implementation and Impact.

Subject Leaders: Mrs Anita Howard and Mrs Alison Huish.

#### Intent:

"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 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 the culture, creativity and wealth of our nation." NC 2013

# **Implementation:**

Our Art and Design curriculum supports the developmental expectations of the National Curriculum Programme of Study. It builds on high quality teaching of key skills and techniques from Early Year Foundation Stage practice, through to Key Stages One and Two.

We follow the guidance and exemplification of the 'AccessArt' forum which provides staff with high quality CPD and subject knowledge. Creativity and exploration for all pupils is enabled through a range of teaching themes which are supported by on line resources.

Th implementation of our Art and Design curriculum 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.

#### Impact:

As pupils reach the end of Key Stage Two, they should be taught 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. DfE National Curriculum.

'Designed around the idea that art is far more than a series of technical skills, our holistic curriculum nurtures creative thinking skills and helps ensure your pupils learn through art, as well as about art.' AccessArt New Primary Curriculum 2022

Children see before they speak, make marks before they write, build before they walk. But their ability to appreciate and interpret what they observe, communicate what they think and feel, or make what they imagine and invent, is influenced by the quality of their art, craft and design education. Ofsted 2008-2011

Our Art and Design curriculum aims to provide pupils with the tools, skills and knowledge to be imaginative, creative and to appreciate the wonder of the world and art works that they are introduced to first hand.

## **EYFS**

In the Foundation Stage, pupils should be enabled to safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function. To share their creations, explaining the process they have used. EYFS profile 2023

#### <u>KS1</u>

Pupils should be taught: 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 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

## <u>KS 2</u>

Key stage 2 Pupils should be taught 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. Pupils should be taught: 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,