



Art Curriculum Statement

Intent:

- Our Art curriculum provides pupils with opportunities to develop their skills using a range of media and materials so that they may explore and evaluate different creative ideas; express themselves imaginatively and communicate visually with different audiences.
- Pupils learn the skills of drawing, painting, printing, collage, textiles, 3D work and digital art and are given the opportunity to explore and evaluate different creative ideas.
- Pupils will be introduced to a range of works and develop knowledge of the styles and vocabulary used by famous artists past and present to enhance their appreciation for the visual arts; edify their sense of identity and well-being as well as celebrating diverse cultures and communities both locally and internationally.
- The skills pupils' acquire are applied across the curriculum and different topics, allowing pupils to use their art skills to reflect on and explore concepts in greater depth making meaningful connections.
- Young artists are expected to be reflective and evaluate their work, thinking about how they can make changes and keep improving. This should be meaningful and continuous throughout the process.
- Pupils are encouraged to take risks and experiment and then reflect on why some ideas and techniques are successful or require further development.

Implementation:

- Art is taught in a block every term (9 hours), in Art units to enable pupils to achieve greater depth of knowledge, understanding and skills.
- Art theory and history, 3D Art and Sculpture, 2D Art (painting, illustration) and Digital Art.
- Cross curricula links
- Trips to Art galleries (Tate) and other projects (Grenfell), where pupils working collaboratively on imaginative projects.
- Art Week and drop down days allow pupils to work with local artists to explore Art forms that go beyond the curriculum
- Art club
- Art competitions

Progression:

- The study of art is organised into three areas: 2D Art, 3D Art and The History of Art.
- In Year 1 children experiment with colour, using the work of Miro as a starting point for their own creativity on page and in three dimensions learning how to construct nature sculptures.
- Year 2 develop their skills in 3D Art further through fabric-making and sculpting using a variety of materials. Young artists build upon prior learning by examining the artistry of Lowry to compose their own portrait and landscape pieces.
- Year 3 create seasonal sculptures in an Autumn themes module and refer back to their historical knowledge of artists and techniques by studying other European artists as an inspiration for their own imaginative output. Skills in rendering landscapes are developed further in a unit devoted to cityscapes.
- Year 4 pupils celebrate British art and artists making use of their abilities in illustration. A unit investigating insects provides cross-curricular links to science cultivating observational skills and draftsmanship whilst the fruit and vegetable module is devoted to 3D art skills.
- Year 5 again provides cross-curricular links, this time to History in the Ancient Egypt unit and the plants and modules which builds upon the skills cultivated in Year 4's insects artistic activities. A similarly themed natural world module entitled wildlife birds allows for experimentation in print, papier mache and clay-making.
- Year 6 places an emphasis on the history of art focusing on artists from the Americas with opportunities provided to hone skills in 2D and 3D art as does a module on the seaside.

Impact

- Self-evaluation of skills development.
- Teacher review of learning at the end of the block of learning.
- Teacher observation of Art activities during computing lessons and other subjects.
- Work produced during Art week.
- Half termly displays exhibitions.
- Weekly assemblies.
- Class memorable moments portfolio.
- Year 6 learning logs.