



Crowmoor Curriculum Intent – Art and Design

Here at Crowmoor Primary School, we believe that high-quality Art and Design lessons will engage, challenge pupils to think innovatively, use their self-expression and develop their creative understanding. Our Art and Design curriculum provides children with opportunities to develop their skills using a range of media and materials. As children progress through each year group they will develop and build upon their skills, thinking critically and developing a more rigorous understanding of Art and Design. Children will also develop cross-curricular links with how Art and Design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation. By nurturing children throughout their Art education, we give them the opportunity to develop into aspiring Artists.

The three domains of knowledge that we strive to support the children to master are: drawing, painting and sculpture. These three domains are revisited each year and these key areas are underpinned by other areas of Art and Design, including: textiles, collage, printing and digital art. Alongside these domains, children will be exposed to the formal elements of Art and Design (tone, shape, colour, form, texture, line and pattern).

Children in the Early Years Foundation Stage begin by safely using and exploring a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Children are given opportunities to combine and manipulate materials to achieve different effects, explore what happens when mixing colours and selecting appropriate resources, adapting when necessary. Children then build on these skills in Key Stage One by using drawing, painting and sculpture to develop and share their own ideas, experiences and imagination. They develop their techniques by using colour, pattern, texture, line, shape, form and space. Children also use a range of materials creatively to design and make products, thus building on the skills developed in the Early Years Foundation Stage.

In Key Stage One, children begin to use sketchbooks to capture their Art journeys. Using sketchbooks helps children to develop their critical thinking skills, capture their Art progress and improve the mastery of techniques. In Key Stage Two children continue to use sketchbooks to record their Art work and build upon their Art learning journey. By doing this, children can document their progress and reflect on the skills they have acquired. Children continue to use drawing, painting and sculpture with a range of materials, building on the skills acquired in the Early Years Foundation Stage and Key Stage One. This helps to improve their mastery of Art and Design techniques.

Children in both Key Stage One and Key Stage Two will learn about great artists, craft makers, architects and designers. Children can then use the techniques from these significant individuals in their own Art work. All pupils have equal access to Art and Design to further their learning. Using open-ended Art and Design activities is an effective way of challenging our more able children and helping them to excel. The children at Crowmoor Primary School will always be given the freedom to explore Art using their own imaginations. Children

follow projects every half-term where they have the opportunity to explore and experiment before creating and making their pieces. Children are given the opportunity to become independent learners, evaluating their own Art work to identify what went well and what could be improved. Children also have the opportunity to peer assess their Art work which helps to identify success and progress, while also giving children the time to learn from their peers. Children are also given the opportunity to work in harmony to create group projects and share ideas and experiences. We believe that if the children can work hard, work together and work in a way which makes them proud, then they can strive to achieve great successes.