



Art & Design Curriculum Offer

Intent	<p>Purpose: Pupils will develop an understanding of how art, craft and design embody some of the highest forms of creativity, through studying a range of artists, craft makers, designers and architects from classical to contemporary. Pupils will gain the knowledge and skills to be able to discuss and critique works of influential artists, craft makers, designers and architects, and draw from these to invent and create their own art, craft and design.</p> <p>Relationships: Pupils will revisit key art, craft and design skills throughout their time at Uplands. Pupils will consider how history, geography and technology have influenced the evolution of significant art, craft and design movements.</p> <p>Impact: Pupils will be able to talk about the influences of great artists, craft makers, architects and designers throughout history, such as Philip Treacy's hat designs, Andy Goldsworthy's natural art sculptures and in EYFS, Matisse's cut-outs. Pupils will be able to use a range of media creatively, by designing and making products, such as wire sculptures and recyclable artwork.</p> <p>Metacognition: In EYFS, pupils are provided with a wealth of opportunities to explore and experiment with a broad range of different media and demonstrate the Characteristics of Effective Learning in their free play. Knowledge Organisers are used in KS1 and KS2 to set out key information, facts, dates and useful vocabulary about the artists, craft makers, designers and architects they are studying. Pupils are taught to discuss and evaluate the works of art and design by influential artists, craft makers, designers and architects throughout history and to use the knowledge acquired to explore and develop a range of art skills using different media. Pupils test their skills and understanding by designing and creating their own piece of art. Pupils evaluate and critique their work, by referring to the units' learning objectives and outcomes.</p> <p>Experiences: Pupils are exposed to a variety of high-quality educational experiences from EYFS through to KS2. These include opportunities to handle real artwork and artefacts created by respected and innovative craft makers or designers, as well as collaboration with local schools on artistic projects. Pupils throughout the school engage in interactive lessons which provide first-hand opportunities to experiment with a wide range of artistic media. Visitors working in the field of Art and Design are invited to come to Uplands and share their knowledge and expertise with the pupils, providing them with an insight into how art and design fits into the workplace and is an essential part of everyday life (from textile to crockery designers and craft makers).</p>
Implementation	Art and Design has been carefully planned across the school to maximise impact, build secure subject knowledge, develop critical art and design skills and make links with other subjects such as History, Geography and Design and Technology. Planning in KS1 and KS2 follows a pattern of looking at world renowned influential artists, craft makers, designers and



architects throughout history, and establishing their impact locally, nationally and globally. In EYFS, pupils study influential artists in the broadest sense, looking at the use of colour, form and the other elements of art. Throughout the whole school, planning ensures there are ample opportunities for pupils to explore a broad range of visual and tactile media and practise and refine key skills ensuring progression in, as well as a secure understanding of, the different elements of art and design (such as drawing, painting and sculpture) as they move up the school. Knowledge Organisers are used to give pupils access to key facts and specific terminology prior to commencing a unit as well as throughout the unit to reinforce understanding.

All children in KS1 and KS2 use a sketchbook to document their artistic and creative journey. Sketchbooks provide pupils with the freedom to experiment, develop and refine their art skills and ideas, and allow a safe place to reflect and critique their own artistic journey.

Art and Design is assessed through pupils' independent art and written work, paired talk and whole class discussions, oral questioning, explanations and evaluations of primary and secondary source materials (including artworks and artefacts by influential artists, craft makers, designers and architects). Art and Design is also assessed through a pupil's ability to draw on prior knowledge to recall key information and an ability to demonstrate a required level of skill in the element of art being studied.

Pupils are considered to be GDS if they are able to effectively apply key art and design skills and knowledge, and are able to show a greater level of technique and control when using different media, as well as demonstrate an innovative and creative ability to generate original ideas and works of art. In addition, pupils who are considered to be GDS must also be able to explain the impact and reasons behind key influential artists, craft makers, designers and architects.

Key English skills such as reading and writing are used when recording learning and accessing new and key information. Oracy skills are practised throughout Art and Design lessons, providing opportunities for pupils to discuss and share ideas in the form of group work and class discussions.

Subject leaders have a high standard of subject knowledge, support the teaching of their subject and ensure that staff feel confident to teach this area of the curriculum.

In EYFS, the units are more fluid and focus on the different elements of art, through experimenting with colour, line and form. Pupils have the opportunity to use a broad range of media, develop their creative ideas and the ability to self-evaluate their own work. Each Art and Design unit in KS1 and KS2 is planned around the introduction of an influential artist, craft maker, designer or architect and requires pupils to reflect on their prior



	<p>knowledge and skills. Pupils will then build on these, using a broad range of media, to research, critique and develop their ability to generate creative ideas and produce pieces of art.</p>
Impact	<p>Pupils can talk about a range of influential artists, craft makers, designers and architects, and can provide reasons for how they have influenced the world around us today.</p> <p>Pupils make explicit links and connections between different Art and Design units across year groups and subjects.</p> <p>Pupils are excited about art and design, and see themselves as artists, craft makers, designers and architects. Pupils are confident to share their own independent creative ideas with their peers. Sketchbooks reflect the children's journey as artists and showcase the acquisition of the different art skills they have mastered, alongside reflective annotations of the process and any additional facts they have discovered independently.</p> <p>Pupils will gain an understanding of the art and design process and will value each step as a learning opportunity, not just the finished product.</p> <p>Pupils understand the value and relevance of learning about art and design and are looking forward to further art and design study.</p> <p>Pupils are able to make objective critiques of influential artists, craft makers, designers and architects, and reflect on these to generate their own ideas.</p> <p>Pupils have developed mastery in the differing elements of art and design, which will give them confidence and enthusiasm to explore these further.</p>