

WHEATLANDS PRIMARY SCHOOL



Art & Design Policy

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Art and Design Policy

Definition

“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.” National Curriculum 2014

Introduction

Art and Design is a foundation subject in the National Curriculum. This policy outlines the purpose, nature and management of the Art and Design taught in our school. The implementation of this policy is the responsibility of all teaching staff.

The Nature of Art and Design:

- Art and Design is the expression of ideas, thoughts and feelings, through sensory experience in a variety of two and three-dimensional media.
- In Art and Design, as in any other Curriculum area, all children regardless of race, gender, creed or ability, should have equal opportunities and any materials and ideas used should reflect this approach.

Aims and Objectives

Art and design stimulates creativity and imagination. It provides visual, tactile and sensory experiences and a special way of understanding and responding to the world. It enables children to communicate what they see, feel and think through the use of colour, texture, form, pattern and different materials and processes. Children become involved in shaping their environments through art and design activities. They learn to make informed judgements and aesthetic and practical decisions. They explore ideas and meanings through the work of artists and designers. Through learning about the roles and functions of art, they can explore the impact it has had on contemporary life and that of different times and cultures. The appreciation and enjoyment of the visual arts enriches all our lives.

The aims of art and design are:

- Produce creative work, exploring children’s ideas and recording their experiences.
- Develop children’s visual awareness and enjoyment of art and design.
- Provide children with the opportunity to use art and design to record their feelings and express their creative imagination.
- Provide children with the opportunity through the use of a range of artistic media to acquire skills and develop artistic techniques.
- 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.

Entitlement

All children will be taught the skills and knowledge as outlined in the programmes of study in the New National Curriculum 2014 for Art and Design – see Appendix A for details.

Implementation Planning:

- Art and Design will be planned as part of the Topic based Curriculum.
- All teachers will be responsible for the planning and teaching of Art and Design.
- The Art and Design subject leader will monitor the range of experiences made available to the children, to ensure coverage is balanced.
- The Art and Design subject leader will monitor the progression of work produced throughout the school, relating this to age related expectations.
- The Art and Design subject leader will plan for one day every term throughout school based around a great artist, sculptor or architect in order for children to experience a range of skills and techniques.

Teaching and Learning Style

The school uses a variety of teaching and learning styles in art and design lessons. Our principal aim is to develop the children's knowledge, skills and understanding in art and design. We ensure that the act of investigating and making something includes exploring and developing ideas, and evaluating and developing work. We do this best through a mixture of whole-class teaching and individual/group activities. Teachers draw attention to good examples of individual performance as models for the other children. They encourage children to evaluate their own ideas and methods, and the work of others, and say what they think and feel about them. We give children the opportunity within lessons to work on their own and collaborate with others, on projects in two and three dimensions and on different scales. Children also have the opportunity to use a wide range of materials and resources, including ICT. We recognise the fact that we have children of differing ability in all our classes, and so we provide suitable learning opportunities for all children by matching the challenge of the task to the ability of the child. We achieve this through a range of strategies:

- setting common tasks that are open-ended and can have a variety of responses;
- setting tasks of increasing difficulty where not all children complete all tasks;
- grouping children by ability and setting different tasks for each group;
- providing a range of challenges with different resources;
- using additional adults to support the work of individual children or small groups.

Art and Design Curriculum Planning

Art and design is a foundation subject in the National Curriculum. At Wheatlands School we use the new National Curriculum as the basis for our curriculum planning in art and design.

Skills in the Foundation Stage are planned through the objectives within the EYFS. It is the responsibility of the EYFS leader to ensure these objectives are taught and met.

Curriculum planning in art is divided into long term & medium term plans. The medium term plans identify detailed individual lessons.

Our medium-term plans, give details of each unit of work for each term. These plans define what we will teach and ensure an appropriate balance and distribution of work across each term. The art and design subject leader is responsible for keeping and reviewing these plans.

We plan the activities in art and design so that they build upon the prior learning of the children. While we give children of all abilities opportunity to develop their skills, knowledge and understanding, we also build planned progression into the scheme of work, so that there is an increasing challenge for the children as they move up through the school.

Computing

Children will be given opportunities to use computing to support their Art and Design studies.

Organisation of Resources

Teaching Assistants, students and classroom helpers will work under the guidance of the class teacher. Art resources are stored centrally. If Art resources are required, staff will notify the Art and Design subject leader who then has the responsibility of completing an Art order.

Assessment and recording

- Assessment will be a continuous process throughout the Key Stages.
- Evidence of pupils' work may be in the form of photographs, brief notes and samples of work.
- In Key Stage Two, sketch books will form part of the assessment process as these will follow the children throughout the years and progression will be evident by Year 6.
- Pupils are encouraged to self-evaluate and suggest improvements.
- The art and design subject leader keeps evidence of the children's work in a portfolio. This demonstrates what the expected level of achievement is in art and design in each year of the school.

Resources

We have a wide range of resources to support the teaching of art and design across the school. All our classrooms have a range of basic resources, but we keep the more specialised equipment in the art and design store.

Monitoring and Review

The monitoring of the standards of children's work and of the quality of teaching in art and design is the responsibility of the art and design subject leader. The Art and Design subject leader will monitor planning, children's work and attitudes throughout the year. The work of the subject leader also involves supporting colleagues in the teaching of art and design, keeping them informed about current developments in the subject, and providing a strategic lead and direction for the subject in the school. The Art and Design Subject Leader produces an annual summary report for the headteacher and governors in which she evaluates the strengths and weaknesses in the subject, and indicates areas for further improvement as a result of monitoring throughout the year.

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APPENDIX A

Year Groups	Programmes of Study – National Curriculum 2014.
1	<p>Use a range of materials creatively to design and make products. Use drawing, and painting to develop and share their ideas. Develop a wide range of art and design techniques in using colour, pattern, texture, line. Learn 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.</p>
2	<p>Use a range of materials creatively to design and make products. Use sculpture to develop and share their ideas. Develop a wide range of art and design techniques in using, texture, shape, form and space. Learn 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.</p>
3	<p>To create sketch books to record their observations and use them to review ideas. To improve their mastery of art and design techniques, including drawing, and painting. About great artists, architects and designers in history. Produce creative work exploring their ideas and recording their experiences.</p>
4	<p>To create sketch books to record their observations and use them to review ideas. To improve their mastery of art and design techniques, sculpture with a range of materials. About great artists, architects and designers in history. Produce creative work exploring their ideas and recording their experiences.</p>
5	<p>To create and use sketch books to effectively record their observations and use them to review and revisit ideas To improve their mastery of art and design techniques, including drawing, and painting. About great artists, architects and designers in history Produce creative work exploring their ideas and recording their experiences.</p>
6	<p>To create and use sketch books to effectively record their observations and use them to review and revisit ideas. To improve their mastery of art and design techniques, sculpture with a range of materials. About great artists, architects and designers in history. Produce creative work exploring their ideas and recording their experiences.</p>