

Art and Design at St Mary's C of E Primary School



Intent

Art and design teaching at St. Mary's instils an appreciation and enjoyment of the visual arts. Art and design stimulates imagination and creativity; involving children in a range of visual, tactile and sensory experiences. This can help them communicate what they see, think and feel.

Here, at St. Mary's, we value and are dedicated to the teaching of Art and Design. We see this as a fundamental part of school life. We are committed to providing an 'Arts Rich Curriculum' for our children.

At St. Mary's art should be fully inclusive to every child. Our aims are to:

- Fulfil the requirements of the National Curriculum for art and design, provide a broad and balanced curriculum.
- Ensure the progressive development of knowledge and skills.
- Enable children to observe and record from first-hand experience and from imagination.
- Develop the children's competence in controlling materials and tools, acquire knowledge and become proficient in various art and design techniques and processes.
- Begin to develop an awareness of the visual and tactile elements including; colour, pattern and texture, line and tone, shape, form and space.
- Foster an enjoyment and appreciation of the visual arts and develop a knowledge of significant artists, craftspeople and designers.
- Increase critical awareness of the roles and purposes of art and design in different times and culture.

Implementation

To ensure high standards of teaching and learning in art and design, we implement a curriculum that is progressive throughout the whole school.

Art and design is taught as part of a termly topic, focusing on knowledge and skills stated in the National Curriculum.

Teachers plan lessons for their class using progression of knowledge and skills.

Teachers can use this to plan their art and design lessons suitable to their class's interests and what they want to learn about.

The progression ensures the curriculum is covered and the knowledge and skills taught is progressive from year group to year group across key stages.

At St Mary's C of E Primary School, we provide a variety of opportunities for art and design learning to take place inside and outside the classroom.

For example, the first-hand experience of sketching the local trees as they change through the seasons.



Year & Cycle	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Additional Coverage
Additional Coverage	Creation Week W/C 4 th October 2021	Whole School Self Portraits				Battle of Bosworth History Arts Week W/C 6 th June 2022	
YEAR F	All About Me Printing using different media to create an autumn tree Self - portraits. Creating playdough families Explore materials and tools freely. Exploring our senses through using paint and other materials. Acrimboldo Explore materials and tools freely. Join materials and explore textures Build models using construction equipment. Make apple crumble	People who Help Us Autumn patterns and colours. Drawing people who help us using pastels. Learning about Andy Warhol and applying his techniques to children's art. Create colourful, collages/colours of different festivals Firework pictures. Christmas decorations and cards. Explore materials and tools freely. Join materials together. Build models using construction equipment. Emergency services 3D models (Homework)	Heroes and Princesses Self - portraits. Develop colour-mixing techniques. Learning about Roy Lichtenstein and applying his techniques to children's superhero art. Potato print patterns based on our book Supertato. Designing superhero capes using different playdough colours. Add more detail to pictures. Join and combine materials to make castle models. Making Chinese decorations. Split pin superheroes	How Does Your Garden Grow Artist Focus ' Orla Kiely ', wall printing Opportunities to use pastels to draw flowers, birds and design insect hotels. Transient art flowers and beanstalks Character drawing from 'Jack and the Beanstalk'. Vincent Van Gogh - Sunflowers. Making different sized beanstalks inspired through our work on Jack and the Beanstalk Construction equipment to build beanstalks Making clay coil plant pots Easter crafts- hats, cards and Easter eggs 3D flowers Design and make fairy gardens (Homework)	Adventures Near and Far Observational drawing and painting of natural objects both on Earth and in space. Experiment with colour, design, texture, form and function Painting on a range of media. Create a Space scene Safely use a selection of materials, tools and techniques safely. Construct with a range of materials. Use junk modelling to create different modes of transport.	Mini Beasts and Mega Beasts Create different textures patterns colours of nature. Explore Symmetry in the natural world Explore Camouflage in nature and experiment with colour and pattern to create camouflage paintings. 3D Animal models- using construction kits, play dough/ clay. Create a zoo with enclosures, paths, signs. Make animal homes/ beds using recycled materials	Creation Story Whole School Self Portraits History Arts Week Summer Exhibition

YEAR 1/2 A	Paper Art Investigating paper and using a variety of collage and printing techniques to create artworks.	Stable Structures Explore and compare toy car structures. To examine the different features.	Colour Creations Colour mixing, abstract and figurative painting Lubaina Himid Sonya Delaney	Moving Mini beasts To explore sliding, lever and pivot mechanisms. Design and make moving picture.	Super Sculptures Children to work collaboratively to create large scale sculptures. Anthony Gormley	Puppets Explore a range of puppets and their features. Use different sewing techniques to create a puppet.	
YEAR 1/2 B	Vehicles Investigate different vehicles. Design and create a vehicle using appropriate resources.	Self Portraits To explore mark making, colour and clay to create a range of self portraits. Frida Kahlo Modigliani	Eat more fruit and veg To explore different fruits and veg and think about preparation. Design a recipe to then make and evaluate.	African Art Exploring colours and patterns of African landscapes and native tribes to create tribal patterns and water jars.	Art in Nature Experiment with and arrange natural materials to construct collages and 3D sculptures. Andy Goldsworthy	Perfect Pizzas Discuss different pizza toppings and design a healthy and balanced pizza.	Creation Story Collages, paintings and prints. Whole School Self Portraits Battle of Bosworth Charcoal drawings and textile rose art. Summer Exhibition
YEAR 3/4 A	At the Pantomime To use a sketchbook effectively and learn about the features of set design to design a pantomime.	Seasonal Stockings Design and compare existing products. Use sewing skills to make a Christmas stocking.	Famous buildings Exploring how architectural styles have changed over time. To design a building for a particular purpose.	Making Mini Green-houses Explore the purpose of a greenhouse. Design and make a stable structure for a greenhouse. Explore with a range of materials.	Seurat and pointillism To learn about pointillism and to paint in this style with a focus on colour mixing. Seurat Yayoi Kusama	Light Up signs Experiment with electrical circuit components to create LED signs.	Creation Story

YEAR 3/4 B	Story Books To examine a variety of books with moving mechanisms and create their own.	Can we change places? Learn about site specific sculptures and how they influence an environment. Anthony Gormley	British Inventors Learn about the invention of; telephones, World wide web, reinforced concrete and waterproof fabric.	Art Journeys Focusing on Australian Aboriginal artwork and its symbols.	Seasonal Food Compare different fruits and vegetables which are grown all year round. To learn about nutritional value of foods.	Warhol and the Pop Art Movement Learn about the Pop Art Movement and create multimedia portraits.	Creation Story Whole School Self Portraits Project Battle of Bosworth Summer Exhibition Tudor Portraits Seasonal Stockings
YEAR 5/6 A	Art Illusions Exploring how Op artists use perspective to give the illusion of depth and space. Escher	Birdhouse builders To compare different bird-house designs. Explore the different wood-work equipment needed to make a birdhouse.	Cityscapes Exploring line, shape and textures to create cityscapes. Leonid Afremov	Chinese inventions Explore the four great inventions of China and choose materials to make their own kite.	Famous Fashions Learning about famous fashion designers, children will design their own garments.	Programming Pioneers Explore electrical components and learn to use different software.	
YEAR 5/6 B	Viking Art Exploring Viking Art to create detailed portrait drawings and intricate jewellery patterns.	Building Bridges Investigate how bridges are constructed. Design a bridge which meets the criteria.	Leonardo Da Vinci Learn about Renaissance and Leonardo's accomplishments.	Fashion and Textiles To investigate different pattern pieces and learn how to hand sew.	Monet Learn about Monet and the Impressionists. To create landscapes and cityscapes and learn how light and colour affect atmosphere.	Burgers Discover the different elements to a burger. Calculate measurements for each ingredient. Design and make.	Creation Story Whole School Self Portraits Project Battle of Bosworth Summer Exhibition Cooking skills linked to food for life

Impact

We focus on progression of knowledge and skills that form part of the units of work.

We measure the impact of our curriculum through the following methods:

- Assessing children's understanding of topic before and after the unit is taught.
- Summative assessment of pupil discussions about their learning.
- Subject lead providing CPD when appropriate.
- Images of the children's practical learning.
- Children's voice - pupil discussions about their learning; which includes discussion of their thoughts, ideas, processing and evaluations of work.
- Annual reporting of standards across the curriculum.
- Marking of work in books.
- A celebration of the value of art and design at St. Mary's culminates in Arts Week and a whole school art exhibition in the local church in the Summer Term.

