



## Art and Design Technology Curriculum Overview

Our curriculum includes many common aspects and themes that are woven through all year groups and across all subjects:

- It is broadly topic based
- The curriculum allows the children to relate their learning and skills to our school values of appreciation, compassion, love, perseverance, respect and trust and live their lives by them.
- Children are encouraged to learn from first hand experiences and exploration, which is built upon to learn about increasingly less familiar and more abstract ideas, concepts and places.
- Life skills are progressively taught and embedded which children can transfer to the next phase of their education, and in time to the wider world of work and the outside world
- The school grounds and immediate locality are made good use of for learning, where possible, and the children are encouraged to develop a greater understanding of Reading's place in national and international affairs, in addition to its place in the Thames Valley.
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### Intent

Art and design technology enable children to develop their creative imagination, enabling them to communicate what they see, feel and think through a range of tools, media and materials. An appreciation of art can enrich our lives, promote thinking and discussion and even aid mental well-being. During their time St Mary and All Saints CE Primary children are given regular opportunities to experiment, invent and create their own works of art, craft and design technology. Skills and techniques are taught progressively to ensure that all children are able to learn and practice in order to develop as they move through the school. Children's interests are captured through theme learning, ensuring that links are made in a cross curricular way, giving children motivation and meaning for their learning. Throughout the key stages children's experience of art and DT is enriched by finding out about famous artists and designers (past and present), and exploring our local environment for inspiration. We aim to ensure that all children are given high quality experiences, including those who may not have these opportunities outside of school. It is our intention to give all children at least one opportunity to work with and alongside an artist (or designer) and to visit an art gallery or design museum.

### Implementation

In art and design technology the children will:

- Learn how to draw confidently from observation, memory or imagination
- Produce creative work, exploring their ideas and recording their experiences which will be celebrated and displayed throughout the school
- 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

Class teachers are usually responsible for teaching art and design technology. We take every opportunity to develop links with outside agencies and experts, in order to enrich our Art and Design provision.

Our curriculum is shaped by our school vision which aims to enable all children, regardless of background, ability, additional needs, to flourish to become the very best version of themselves they can possibly be.

We teach the National Curriculum, supported by a clear skills and knowledge progression. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximise learning for all children

### **Impact**

By the time a child leaves St Mary and All Saints CE Primary they will:

- Use visual language skilfully and convincingly (for example, line, shape, pattern, colour, texture, form) to express emotions, interpret observations, convey insights and accentuate their individuality.
- Communicate fluently in visual and tactile form.
- Draw confidently and adventurously from observation, memory and imagination.
- Explore and invent marks, develop ideas and communicate perceptively and powerfully through purposeful drawing in 2D, 3D or digital media.
- Have knowledge and understanding of other artists, craft makers and designers.
- Think and act like creative practitioners by using their knowledge and understanding to inform, inspire and interpret ideas, observations and feelings.
- Have independence, initiative and originality which they can use to develop their creativity.
- Select and use materials, processes and techniques skilfully and inventively to realise intentions and capitalise on the unexpected.
- Reflect on, analyse and critically evaluate their own work and that of others.
- Have a passion for and a commitment to the subject.