

HIGH LITTLETON CHURCH OF ENGLAND PRIMARY SCHOOL

ART AND DESIGN CURRICULUM

Curriculum Intent

Learning is a change to long-term memory. To this end, our aim is to ensure that our children experience a wide breadth of study and will have committed to their long-term memory an ambitious body of procedural and semantic knowledge (knowledge and skills).

At High Littleton Church of England Primary School, our high-quality art and design education engages, inspires and challenges 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 are able to think critically and develop a more rigorous understanding of art and design. They also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Breadth of Study

Key Stage 1

At High Littleton Church of England Primary School we teach our children to use a range of materials creatively to design and make products. We teach them to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Pupils also experience 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.

Key Stage 2

During their time in Key Stage 2, our pupils are taught to create sketch books to record their observations and use them to review and revisit ideas. They also learn how to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials, as well as learn about great artists, architects and designers in history.

Our curriculum distinguishes between subject topics and *threshold concepts* which tie together the subject topics into meaningful *schema*. The same concepts are explored in a wide breadth of topics. Our *forwards and backwards engineering* of the curriculum allows children to return to the same concepts over and over again, gradually building their understanding of them.

Threshold Concepts

We want our children to:

- produce creative work, exploring their ideas and recording their experiences
- 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.

We have identified threshold concepts, the most significant knowledge in the subject, which form schema for pupils to assimilate new knowledge and are referred to in a wide breadth of topics. In art, threshold concepts mean knowing about:

Drawing
Painting
Sculpture
Textiles and Collage
Printing
Digital Media
Artists and their times

Milestones

These are the goals that the children should reach to show that they are meeting the expectations of our curriculum. At High Littleton Primary School, we help pupils progress in art by:

- carefully sequencing the knowledge that they need to understand artistic concepts in our long term plans
- by providing the vocabulary that they need to articulate their understanding of art
- by providing the children with *deliberate practice* activities that will help them to make progress towards the milestones and remember what they have learnt

Assessment

We assess the outcomes for art through our POP tasks which are built into our planning to help us assess how well and how deeply pupils know and understand what we have taught and what the children have learnt.