



Greenfield Primary School

ART AND DESIGN POLICY

Approved by Governors (date)

Signed on behalf of the Governing Body

Chair of Governors

ART AND DESIGN POLICY

Rationale

Art and design stimulates creativity and imagination. It provides visual, tactile and sensory experiences and a unique way of understanding and responding to the world. It enables children to use colour, form, texture, pattern and different materials and processes to communicate what they see, feel and think. Through art and design activities, children are equipped with knowledge and skills to experiment, invent and create their own works of art, craft and design whilst making informed value judgements as well as aesthetic and practical decisions. They explore ideas and meanings in the work of artists which encourages children to think, form opinions, discuss ideas and develop a more rigorous understanding of art and design. All children at Greenfield Primary school including LAC, SEND, Disadvantaged/Pupil Premium, G&T, EAL and other vulnerable groups including 'hard to reach' families, can access a wide range of artistic activities and experiences, that inspire, challenge and encourage them to contribute to the life of the school and wider community.

Through learning about the roles and functions of art, children can explore how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation. Indeed, understanding, appreciation and enjoyment of the visual arts have the power to enrich all our lives.

Purpose

Through Art and Design at Greenfield Primary School, we aim to ensure that all pupils:

- 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
- Develop and use their creativity and imagination and experiment with their own ideas
- Improve their control and use of a wide range of tools
- Develop their understanding and use of colour, texture, line tone, pattern and shape and make choices about which materials, tools and techniques to use
- Develop their use and understanding of computing in relation to art
- Develop their ability to evaluate their own and other peoples' artwork

The principles of SMSC run through the art and design curriculum map and all art and design extra-curricular experiences as we aim to give all pupils the opportunity:

- To explore ideas, feelings and meanings in works of art and express themselves through their own art work
- To discuss how artists and designers represent moral issues in their work
- To develop respect for the ideas and opinions of others as well as to work collaboratively on art projects
- To understand the ideas behind art, craft and design in different cultural contexts.

Guidelines

In order for Art and Design to maintain its special place in our wider curriculum, it is imperative that we provide the following:

- A curriculum map that offers art and design opportunities that have purposeful and relevant cross-curricular links to ensure pupils have opportunities throughout the curriculum to express themselves in a variety of ways
- Opportunities for children to compile work in a sketch book which shows progression and development throughout their primary education
- A progressive, exciting, stimulating and engaging curriculum map that is regularly reviewed
- A variety of learning and teaching styles in art and design lessons incorporating whole school projects, class work, group work and individual work
- Modelled artwork of a high standard in order to inspire the children to achieve and fulfil their potential in the subject
- Opportunities for outdoor learning, for example visits to galleries, museums or places of work
- Opportunities for children to enter competitions – within school, locally and nationally
- Opportunities for children to discuss and reflect on their work and the work of others expressing their opinions with confidence and using technical and appropriate vocabulary
- A wide range of skills within art lessons which can then be applied and used by choice, for example, observational drawing, sketching, working from memory or imagination, using perspective, copying, shading etc.
- Exciting opportunities which use computing within art lessons e.g. editing digital images
- Art homework which gives children the opportunity to research an artist or prepare their own artwork and choose their own resources and materials, over a longer period of time
- Differentiation in art lessons to ensure that all pupils are challenged
- Opportunities for the identified more able/gifted and talented in Art and design e.g. working with visiting artists, taking part in local projects or going to other schools to work with leading teachers
- International links where appropriate

Art and Design in the Foundation Stage

Pupils should be given opportunities to:

- Explore colour and how colours can be changed/mixed
- Understand that they can use lines to enclose a space, and then begin to use these shapes to represent objects
- Realise that tools can be used for a purpose
- Understand that different media can be combined to create new effects
- Manipulate materials to achieve a planned effect

- Capture experiences and responses with a range of media
- Choose colours for a particular purpose.

Art and Design in KS1

Pupils should be taught:

- To use a range of materials creatively to design and make products
- 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
- 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.

Art and Design in KS2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- To create sketch books to record their observations and use them to review and revisit ideas
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)
- About great artists, architects and designers in history.

Planning/Assessment/Monitoring and review

Every year group should work from medium term plans that are linked to the set topics on the curriculum map; every year group also has their own artist to study as part of their art curriculum. Assessments are made at the end of the year by the class teacher. Judgements are made against age-related expectations in Art and Design using symphony assessment sheets and all pupils are assessed as either: emerging (B), expected (S) or exceeding (S+). It is the responsibility of the lead Art and Design teacher to gather class data at the end of the year and work out percentages for classes and cohorts. This information should then be used by the governors (through the learning and well-being committee) to monitor standards and attainment in Art and Design based upon age related expectations. The Art and Design subject leader also supports colleagues in the learning and teaching of Art and Design as appropriate. Parents are updated about progress and attainment in Art and Design at parents' evenings in the autumn and spring terms and in the written report at the end of the year. There are also regular updates about Art and Design in the school, posted on class blogs and the 'Creative Arts' blog.

Version	Date	Comment
V1	Date created: 29/2/2016 Review date: Feb 2019	A Gordon