Angram Bank's Big Bus Curriculum

Art and design

Generating ideas

Using sketchbooks

Making skills

Knowledge of artists

Evaluate and analyse

Art and design

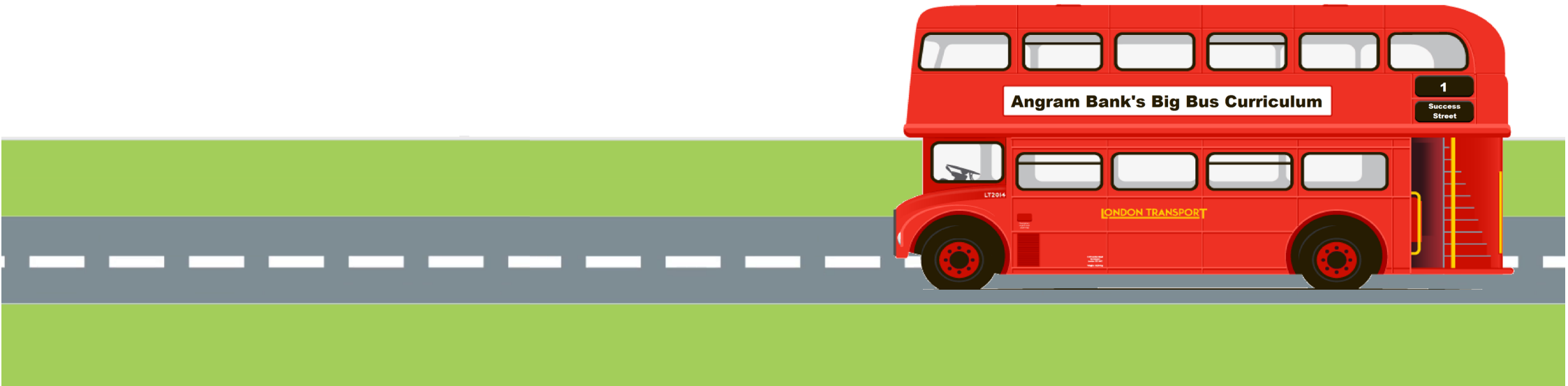
At Angram Bank our **intention** is to provide a high-quality Art and design education that engages, inspires and challenges pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. We **implement** this through following the Kapow scheme of work which progressively sequences the National Curriculum statements by providing discrete lessons teaching the formal elements of art as well as applying these skills in context. The **impact** of the Art and design curriculum is that children can confidently apply their skills to their own works of art, craft and design.

Design and Planning Non-Negotiables

- We follow Kapow which covers all National Curriculum statements
- Progression framework includes skills, knowledge and concepts children should know by the end of each year group
- The progression framework identifies endpoints for each year group
- Key concepts and vocabulary are identified and taught throughout the teaching sequence

At the session planning stage:

- Previous learning is revisited throughout the sequence
- We annotate the planning to adapt to the needs of our children



Art and design - The National Curriculum

Purpose of study

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.

Aims

The national curriculum for art and design aims 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.

Key Stage One

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.

Key stage Two

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.

Art and design Curriculum Map

	Unit 1	Unit 2	Unit 3
FS2	Drawing: Marvellous marks	Painting and Mixed Media: Paint my world	Sculpture and 3D: Creation station
Year 1	Drawing: Exploring line and shape	Sculpture and 3D: Paper play	Painting and mixed media: Learning about paint and brush
Year 2	Drawing: Understanding tone and texture	Painting and mixed media: Colour mixing	Sculpture and 3D: Clay houses
Year 3	Drawing: Developing drawing skills	Craft and design: Ancient Egyptian scrolls	Sculpture and 3D: Abstract shape and space
Year 4	Drawing: Exploring tone, texture and proportion	Painting and mixed media: Light and dark	Craft and design: Fabric of nature
Year 5	Sculpture and 3D: Interactive installation	Drawing: Depth, emotion and movement	Painting and mixed media: Portraits
Year 6	Craft and design: Photo opportunity	Drawing: Expressing ideas	Sculpture and 3D: Making memories

What goes in a sketchbook?

- Dates
- **Drawings** - from observation, as a response to different stimuli, to communicate or express something, to experiment.
- Things stuck in / collage / collections.
- Annotations / words to plan, explain and reflect.
- Ideas and plans.
- Practising techniques.
- Experimenting with media.
- Photos of outcomes.

Lea Forest Primary Academy