



CARE

Care, Aspire, Respect, Excel

Art and Design

at

Winscombe Primary School



Art and Design at Winscombe

At Winscombe, we believe in a curriculum which seeks to develop the whole child, including opportunities to express oneself, and to feel wonder through the visual and creative arts. Art and design concerns the ways we use our intuition and creativity, to make sense of the world around us. How we respond creatively, is a very personal expression of ourselves.

We teach Art and Design using the inspirational guidance, ideas and planning provided by the online resource:



Our Intent is that all pupils:

- will develop a genuine interest and positive curiosity about all areas of Art and Design
- will explore the work of a diverse group of designers and artists
- develop a deeper understanding of other cultures and the world around them with a better awareness of self, others and cultural differences.
- will use their creativity becoming life-long imaginative learners.

What Art and Design looks like at Winscombe

Our Art and Design lessons are structured from the AccessArt scheme. This scheme of work and resources ensures we offer a relevant, broad, vibrant and ambitious curriculum that will inspire and excite our pupils.

We teach Art and Design in terms 1,3 and 5.

Across Y1 and Y2, Y3 and Y4, and Y5 and Y6, units of work are covered on the following 6 foci;

Drawing and Sketchbooks

Print, Colour, Collage

Working in 3D

Print, Surface, Texture

Working in 3D

Collaboration and Community

Year Group	Term 1 Project 1	Term 3 Project 2	Term 5 Project 3
Yellow Class	Drawing and Sketchbooks	Working in 3D	Collaboration and Community
	Spirals Context: Autumn Colour	Making Birds Context: Owls	Inspired by Flora & Fauna Context: Seasons
Blue Class	Print, Colour, Collage	Working in 3D	Print, Surface, Texture
	Exploring the World Through Mono Print Context: Great Fire of London	Be An Architect Context: Brunel	Expressive Painting Context: World Ocean Day

Year Group	Term 1 Project 1	Term 3 Project 2	Term 5 Project 3
Year 3	Drawing and Sketchbooks	Print, Surface, Texture	Working in 3D
	Gestural Drawing with Charcoal Context: Stone Age	Cloth, Thread, Paint Context: Volcanoes	Making Animated Drawing Context: The Rainforest
Year 4	Print, Colour, Collage	Collaboration and Community	Working in 3D
	Exploring Patterns Context: Egyptian Masks	Festive Fests Context: Henry VIII Banquet	Sculpture, Structure, Inventiveness and Determination Context: Anglo- Saxons

Year Group	Term 1 Project 1	Term 3 Project 2	Term 5 Project 3
Year 5	Drawing and Sketchbooks	Working in 3D	Print, Colour, Collage
	Typography and Maps Context: Space/ Brightstorm Maps	Architecture: Dream Big or Small? Context: Greek Buildings	Making Monotypes Context: Refugee links- Boy at the back of the Class
Year 6	Collaboration and Community	Working in 3D	Print, Surface, Texture
	Shadow Puppets Context: Victorian Children	Take a Seat Context: Relax after Exercise	Exploring Identity Context: Moving Schools

How we teach Art and Design

Each unit of work provides a clear structure and a wealth of ideas/materials for children to appreciate artists/designers linked to the unit focus. Pupils are encouraged to practise skill and collect ideas in sketchbooks to empower them in their own creativity to design and produce their final piece.

Art and Design in Early Years

The EYFS (Early Years Foundation Stage) curriculum encompasses several areas of learning which reinforce important early skills in mark-making, designing and creating. **Physical Development** relates to a child's development of fine and gross motor skills, control and coordination. **Expressive Arts and Design** concerns the child's impulse to make marks, explore tools, materials and techniques. Our EYFS Class weaves art and design meaningfully into wider topics, so that our youngest children can make links, and transfer skills across different areas of learning - developing understanding, self-expressions, vocabulary and communication through the arts.

Art and Design in Key Stage One and Key Stage Two

Through using AccessArt, children are provided with a wealth of inspiration to inspire their own creativity. They are encouraged to express and collate their own ideas in sketchbooks along with

practising new skills with a variety of media which will then be used in their own personal designs and compositions.

How we make Art and Design exciting and motivating for our children

AssessArt uses great resources which have been creatively linked to our curriculum topics given meaning and purpose. Sometimes, we have the exciting opportunity to work alongside a visiting artist, who inspires us with new ideas and techniques.

How we assess Art and Design

In making an assessment of children's art and design skills, the class teacher will listen to them talk about their emerging ideas, and observe them designing and exploring different techniques. The assessment process identifies areas where a child may need more practice, or further challenge. This information is used to plan appropriate future tasks to meet the needs of all children, helping them to make the best possible progress. Each work of art serves as a record of a child's achievement. It may be recorded using the i-Pad, displayed in the classroom or around school and the local community.

How we help children who find Art and Design difficult

Our planning makes provision for a range of activities and resources, ages and abilities and needs. To provide meaningful art and design experiences for children with additional needs, we reinforce and practise previously learned skills, and take time to focus on one aspect or skill. We choose a familiar theme as a starting point. We provide special equipment where necessary, and encourage partnerships, so

that children learn from each other. To provide challenge, and encourage mastery of art and design skills, we set open-ended tasks; allow greater independence in researching and exploring; allow time to refine and adapt a design; encourage children to compare different styles used in works of art; present abstract ideas so that children work creatively from their own imaginations.

How parents and carers can help

There are some everyday skills you can practise together, to encourage fine motor control and coordination, and to inspire creative ideas: drawing and doodling; trying out a range of pens and pencils in different thicknesses; using scissors to cut shapes; joining parts of a cardboard model using different fixings; sewing buttons and layering fabrics; looking at pictures together, in magazines or by visiting galleries and exhibitions. All these, can all help your child hone their creative skills.

How we celebrate Art and Design

Art and Design compositions are displayed in the classroom and corridors to impact on our immersive Topic approach. Whole school displays are also celebrated in school assemblies, along with competition entrees/winners. Photos of displays are also shared with parents on ClassDojo. In the Foundation Stage classes, creative work is celebrated with parents in each child's online Tapestry journal.