

Church Hill School Art and Design Curriculum Impact Statement

As a result of our Art and Design curriculum our pupils:

The aim of Art and Design teaching at CHBP is to spark creativity and imagination. It provides visual, tactile and sensory experiences and a way of understanding and responding to the world. It enables children to communicate what they see, feel and think through the use of colour, texture, form, pattern and different materials and processes.

- Through learning about different artists/designers and art movements throughout history, children can explore the impact it has had on contemporary life and that of different times and cultures. When studying a particular artist for each project, this can inform their own practice, allowing them to create a piece of artwork that is clearly influenced by that artist, but not merely a replica.
- Our Art and Design curriculum at CHBP has been designed to reflect some of the major art movements throughout history and the artists associated with them. It has been split into 6 strands – painting, drawing, collage, printing, sculpture and textiles. These strands are revisited throughout the key stages so that the children are able to build upon their prior learning and improve their mastery of art and design skills. We aim to ensure that
- All pupils acquire a bank of useful Art and Design vocabulary that they can apply to a variety of contexts. Also, pupils will have the opportunity to develop and explore their own ideas in sketchbooks and evaluate their own work as well as the work of others. Through the use of sketchbooks and revisiting of the 6 major strands, progression can be demonstrated.
- When studying a particular artist for each project, this can inform their own practice, allowing them to create a piece of artwork that is clearly influenced by that artist, but not merely a replica.

The aims of the National Curriculum for Art and Design is 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. **In Key stage 1** 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. **In Key stage 2** 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; 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.