



# **Limehurst Primary School**

## **Subject Leader Report: Art and Design by Jessica Booth**

### **INTENTION: Subject Overview**

At Limehurst, meeting every child's needs and educating our pupils for the future is a priority. High quality art education equips children with the skills to explore, experiment, create and invent their own works of art whilst engaging, inspiring and challenging pupils. Pupils at Limehurst Primary School learn Art and Design through Kapow Primary's Mixed-Age Art and Design curriculum. The Kapow Primary scheme of work is written by experts in their field and designed to give pupils every opportunity to develop their ability, nurture their talent and interests, express their ideas and thoughts about the world, as well as learning about art and artists across cultures and through history. While it is essentially a practical subject, Art and Design lessons provide opportunities for reflection and, with increasing sensitivity, pupils should acquire the ability to make informed, critical responses to their own work and that of others.

*Kapow Primary's Art and Design scheme of work supports pupils to meet the National Curriculum End of Key Stage attainment targets.*

### **IMPLEMENTATION: Planning, sequencing and skills progression**

The Kapow Primary Art and Design curriculum is designed with 5 strands that run throughout. These are:

- Generating ideas
- Using sketchbooks
- Making skills - including formal elements (line, shape, tone, texture, pattern, colour)
- Knowledge of artists
- Evaluating and analysing.

Units of lessons are sequential, allowing children to build their skills and knowledge, applying them to a range of outcomes.

The formal elements, a key part of the national curriculum, are also woven throughout units. Key skills are revisited again and again with increasing complexity in a spiral curriculum model. This allows pupils to revise and build on their previous learning.

Units in each Key Stage are organised into four core areas:

- Drawing
- Painting and mixed-media
- Sculpture and 3D
- Craft and Design

Creativity and independent outcomes are robustly embedded into each unit, supporting students in learning how to make their own creative choices and decisions, so that their art outcomes, whilst still being knowledge-rich, are unique to the pupils.

Lessons are always practical in nature and encourage experimental and exploratory learning with pupils using sketchbooks to document their ideas. Differentiated guidance is available for every lesson to ensure that lessons can be accessed and enjoyed by all pupils and opportunities to stretch pupils' learning are available when required. Knowledge organisers for each unit support pupils by providing a highly visual record of all the key knowledge and techniques learning, encouraging recall of skill processes, key facts and vocabulary.

Every class completes 4 units of Art and Design over the course of the academic year. Each unit of Art and Design is taught as a block across a half term. The different Key Stages timetable where in the year these 4 units are taught according to their own curriculum pressures and the timing of statutory national assessments.

### **IMPACT: Assessment, monitoring and evidence**

Kapow Primary's Art and Design scheme of work is designed in such a way that children are involved in the evaluation, dialogue and decision making about the quality of their outcomes and the improvements they need to make. By taking part in regular discussions and decision making processes, children will not only know facts and key information about art, but they will be able to talk confidently about their own learning journey, have higher metacognitive skills and have a growing understanding of how to improve.

The impact of Kapow's scheme can be constantly monitored through both formative and summative assessment opportunities. Each lesson includes guidance to support teachers in assessing children against the learning objective. Teachers use a range of AfL strategies throughout Art and Design lessons which include but are not limited to; using effective questioning techniques and dialogue that promote deep learning, providing quality feedback, creating an environment which pupils can learn from each other, providing pupils with opportunities to discuss learning objectives and success criteria, and reflect and talk about their learning, progress and next steps.

After the implementation of Kapow Primary's Art and Design scheme, pupils should leave primary school equipped with a range of techniques and the confidence and creativity to form strong foundations for their Art and Design learning at Key Stage 3 and beyond.

The expected impact of following Kapow Primary Art and Design scheme of work is that children will:

- ✓ Produce creative work, exploring and recording their ideas and experiences.
- ✓ Be proficient in drawing, painting, sculpture and other art, craft and design techniques.
- ✓ Evaluate and analyse creative works using subject-specific language.
- ✓ Know about great artists and historical and cultural development of their art.
- ✓ Meet the end of key stage expectations outlined in the national curriculum for Art and Design.

**Other Key Information (subject specific)**