

Intent

St Oswald's Catholic Primary School understands that Art and Design enable pupils to solve problems, think creatively, and develop original ideas. As a foundation subject closely aligned with the National Curriculum, Art and Design offers pupils the opportunity to engage in creative thinking and purposeful activity with tangible outcomes. Our school is committed to nurturing pupils' curiosity and creativity, while preparing them for life in the modern world. We aim to inspire pupils to develop the confidence to experiment and create their own works of art. We strive to provide every opportunity for pupils to develop their abilities, nurture their talents and interests, and express their ideas and views about the world, while also learning about the rich artistic heritage and cultural diversity of the UK and beyond.

By teaching Art and Design, we aim to help pupils:

- Develop their design and making skills.
- Develop their knowledge and understanding of design.
- Use a wide range of tools and materials.
- Learn about working safely and using protective measures.
- Work individually and collaborate with other pupils in a variety of contexts.
- Develop the capability to create products of a high standard through skills and understanding.
- Evaluate products, made by themselves, their peer groups, and external companies.
- Explore the man-made world and encourage discussion of how we live and work within it.
- Become creative thinkers and learners, exploring their ideas and recording their experiences.
- Learn how to draw, paint, sculpture, and create art.
- Evaluate their work and the work of their peers, as well as other artists.
- Learn the principles of nutrition, healthy eating, and how to cook.

Art and Design lessons in KS1 and KS2 are delivered using Kapow Primary. This resource is designed with 4 strands that run throughout and are revisited in every unit. They are:

- Making skills
- Formal elements (line, shape, tone, texture, pattern, colour)
- Knowledge of artists
- Evaluating

In Art and Design skills and our formal elements of art units, pupils have the opportunity to learn and practice skills discreetly. The knowledge and skills from these units are then applied throughout the other units. Key skills are revisited throughout the Key Stages with increasing complexity in the form of a spiral curriculum which allows pupils to revise and build on their previous learning.

We aim to develop pupil knowledge and understanding of key artists and art movements through practical work. Students are encouraged to make their own creative choices and decisions, so that their art outcomes while still being knowledge-rich, are unique to the pupil and always personal. Practical lessons encourage experimental and exploratory learning with pupils using sketchbooks to document their ideas. All lessons are inclusive and 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 in building a foundation for factual knowledge by encouraging the recall of key facts and vocabulary.

The use of Kapow Primary has boosted and supported teachers who may have lacked confidence in their own artistic abilities ensuring the delivery of art is of the highest quality.

Our long-term plan alternates between Art and Design and Design Technology each term with children enjoying at least one lesson of Art and Design or DT per week. Resources are readily available in school for all aspects of Art and Design. School enters the PAN Exhibition raising the profile of Art and Design within the school each year and has achieved the 'Warrington Arts Mark'. We are also hoping to secure the ArtsMark Award. The school draws upon the expertise of professional artists who we encourage to visit the school and work with the children to enrich and extend their knowledge and skill in Art and Design. The school runs Art after-school clubs where children are able to further express and nurture their artistic talents. Children with SEN, Pupil Premium, and EAL are actively encouraged to attend.

Impact

Within Art and Design, we strive to create a supportive and collaborative ethos for learning. Our Art and Design curriculum is of the highest quality, well thought out and is planned to demonstrate progression.

We focus on progression of knowledge and skills and discreet vocabulary progression also forms part of the units of work. We measure the impact of our curriculum through the following methods:

- Assessing children's understanding of topic-linked vocabulary before and after the unit is taught.
- Summative assessment in the form of 'End of Unit Quizzes' and pupil discussions about their learning.
- Recording of termly assessment data in 'Insight'
- Images of the children's practical learning.
- Interviewing the pupils about their learning (pupil voice).
- Moderation staff meetings where pupils' books are scrutinised and there is the opportunity for a dialogue between teachers to understand their class's work.
- Annual reporting of standards across the curriculum.
- Acknowledgment of work in sketchbooks.
- Reference to our subject action plan.

Roles and Responsibilities

As Art & Design Leads we are:

- able to plan and deliver the Art National Curriculum
- aware of the application of Art & Design in other subjects
- able to lead on Art & Design development planning
- able to manage and coordinate staff in their delivery and use of Art & Design
- able to advise on effective professional use of Art & Design
- aware of the range of Art materials, resources, and equipment (and know where to seek further advice)

There are four key areas that we are responsible for in our role:

1. Planning the strategic direction and development of Art & Design
2. Leading learning and teaching in Art & Design, sharing my expertise with others
3. Leading and managing staff, supporting them when needed
4. Managing the efficient deployment of staff and resources in Art & Design

We will achieve these aims through a process of:

Monitor > Audit > Review/Reflect > Action Plan > Implement