

Curriculum Intent

Our aim at St Luke's C of E Primary School is to encourage pupils' creativity and develop a passion for Art and Design. Pupils will explore and dive into deeper understandings of Art and Design, they will develop subject knowledge and skills which can be applied in a variety of life experiences. These transferrable skills, will begin in Foundation and built upon until pupils are in Year 6. We aim to encourage creativity in all of our pupils, promote their imagination and inspire them as individuals to make their decisions during art and design activities. Additionally, we will also encourage pupils to become self-reflective as learners, artists and designers.

We plan for Art and Design by using the National Curriculum framework. Teachers follow these strands to make cross curricular links to other subjects, illustrating and teaching an in-depth coverage of the curriculum. We focus on teaching a set of skills for drawing, texture, form, printing, and pattern. Each skill is built on from the previous year group ensuring pupils are developing and strengthening skills previously learnt. We aim for pupils to learn about the History of Art and Design and encourage pupils to research and study various artists past and present. This also creates opportunities for cultural capital.

Curriculum Implementation

We teach Art and Design according to the national curriculum, varying our units over the year as detailed below.

Lessons: We aim to provide exciting and interesting lessons during the school day, this is implemented through cross curricular teaching linked to a main topic or focus. For example, in Year 1, pupils would learn how to colour mix to create a end piece or skill. Where applicable, Teachers create opportunities for cross curricular links.

Homework/Research: Before a new Art and Design skill or topic is taught, pupils (where appropriate) are set homework about an artist or learning technique. Pupils are encouraged to research about their topic/artist, examples can include to create a fact file, create a plan, or start collecting resources to use for their end product. During longer holidays such as Christmas and Summer, pupils are encouraged to design and create an end product or develop a cooking strand – following the process of research, plan, create, and evaluate.

Cooking and Nutrition: We encourage our pupils to learn how to cook by teaching the basic rules of nutrition and healthy eating. We plan cooking activities throughout the year, teaching our pupils about having a healthy diet and where food comes from, where it is grown, reared, caught and processed. Our school menu and snacks provided in Key Stage 1 also reflects the importance of having a balanced diet.

Art Focus: Historically, At St Luke's, as teaching staff would participate in a collaborative Art Focus. The focus is chosen to encourage various interpretations of an Art strand or topic in relation to our school values and ethos at St Luke's. We encourage and teach with inspiration and flare hoping that pupils produce amazing and detailed pieces of Art reflecting individuality. With our blocked teaching of topic subjects, we share these processes with parents/carers through Art galleries and chartered events.

Sketchbooks: At St Luke's, we recognised the importance of our pupils and their Art journey. Each pupil at St Luke's has an Art book which is carried throughout each year. These Art books illustrate the individual's art journey whilst at St Luke's. We are currently exploring further value of Sketchbooks in Year 1, Year 2 and Year 4. These will be showcased throughout certain points in the academic year, reflecting on the progression of skills.

The Attic: At St Luke's, we are extremely proud to have a space for each child to access and explore being an artist. The Attic has been created to provide experiences outside of the classroom and engage further into self-reflective and engaging opportunities. This also includes cooking and nutrition opportunities with a kitchen and resources.

Curriculum Impact

The impact of our Art and Design curriculum can be seen throughout the process of teaching and learning, the knowledge the pupils present and reflect as learners, and the end products pupils produce including the exploration of skill based exploration. Teachers will assess pupil's knowledge and understanding, supporting pupils in their strengths and areas of development. For example, teachers will identify which children need to improve in specific skills and children who are ready to explore Art in more abstract ways.

In Art and Design activities, pupils will continually self-reflect and critic their own work whilst working through the stages of research, plan, create and evaluate. Where appropriate, pupils will be given guidance such as a success criterion to focus on strengths and areas to develop. Our impact is therefore to encourage and promote creativeness in all pupils as individuals, supporting them to follow dreams, achieve goals, embark on careers or journeys which utilises strengths and gifts within Art and Design.

Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Foundation	Self portraits – colour and me	Observational art and nature sculpture	Painting techniques	Structures – junk modelling	Still life and collage	Design – Structures
Year 1	Art - Colour	D&T – Puppets	Art – Line D&T – Windmills			Art – Portraits & Artist Study (Roy Lichtenstein, Kahlo & Picasso) D&T – Cooking – Smoothies
Year 2	Art – Artist Focus: Henri Rousseau	D&T – Moving Vehicles	Art – Self portraits – Rise chartered event.	D&T – Investigating stitches.	Art – Pattern & Texture	D&T – Cooking – Crumbles
Year 3	D&T – Pneumatic monsters/toys	Art – Line – Artist Focus - Hokusai	Art – Turner & Constable D&T – Shell packaging	D&T – Cooking soup		Art – Architecture
Year 4	D&T – Sewing	Art - Still Life		D&T – Torches Art – Light		Art - Sculpture D&T – Recycled musical instruments
Year 5	Art – Islamic Art & Architecture	D&T – Bridges	Art – Stencil and Print D&T – Space Race Rockets	Art – Textiles	D&T – Space Race Rockets	D&T – Cooking bread
Year 6	Art – African masks	D&T – Fairgrounds	Art – Modernism	Mechanical Toys (Cams)	Art – Renaissance D&T – Digital design or cooking	