

### Curriculum Ambitions for Art and Design and DT at Parkside Community Primary School

Curriculum Ambitions	For all pupils to learn about how the history of art and design has shaped our visual world and influenced our daily lives.	For all pupils to understand the elements of art (colour, form, line, shape, space, texture and value) through experimenting, inventing and creating.	For all pupils to apply their substantive knowledge and implicit knowledge and skills gained in art and design to others areas of learning.	For all pupils to have the opportunity to use the visual arts to communicate their culture, ideas, thoughts and feelings.	For all pupils to understand the elements of design (design, make, evaluate) through experimenting, inventing and creating.
Reasoning	The history of art and design and the engineering behind the products that we use in our every will help pupils to understand the reason for current fashions and trends as well help them begin to develop their own styles.	The elements of art and design will develop pupils' observational skills, fuel critical and imaginative thinking and help pupils understand cause and effect.	Visual art will help pupils present their learning to a good standard as well as understand the history, our culture, our lives and the experiences of others	Visual art will help pupils communicate how they perceive the world and how to embrace and appreciate the diversity of the world in which we live in.	The elements of design will help pupils to understand the function and purpose of every day products that they use in their everyday lives.
Progression of Skills	<p><b><u>Playful Art</u></b> EYFS: To explore and play with applying elements of art using a range of media and taught techniques.</p> <p><b><u>Experimental Art</u></b> KS1: Use a range of materials creatively to design and make products. 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, forma and space. Learn 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.</p> <p><b><u>Finding a Style</u></b> KS2: Create sketch books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). Learn about great artists, architects and designers in history.</p>				<ul style="list-style-type: none"> <li>• EYFS to explore and play with design.</li> <li>• KS1 to experiment with design</li> <li>• KS2 to invent functional designs and explore the engineering behind them</li> </ul>

<p>Experiences we could offer</p>	<ul style="list-style-type: none"> <li>• Teachers to provide information about the work of art/ artist and the period/ influences that it was created in at the beginning of an art and design topic.</li> </ul>	<ul style="list-style-type: none"> <li>• Make the elements of art explicit when delivering the scheme of work for art and design.</li> </ul>	<ul style="list-style-type: none"> <li>• Use art and design to creatively enhance other areas of the curriculum.</li> </ul>	<ul style="list-style-type: none"> <li>• Make links to how art and design is used in many religions and cultures.</li> <li>• Ask families from the school to provide artefacts/ art work that depict how art and design has influenced their religion or culture</li> </ul>	<ul style="list-style-type: none"> <li>• Explore the design of every day products which is related to the topic being taught.</li> <li>• Organise talks and trips to companies that design products.</li> </ul>
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