

Art Curriculum- Lythe and Goathland Schools

Intent- At our primary schools we aim to provide children with art and design experiences which are creative, enjoyable, challenging and confidence-building, based on the central activities of generating and developing ideas, making and evaluating.

The aims of the Art curriculum at our school are to enable pupils to:

- be taught within the requirements of the Early Years Foundation Stage and National Curriculum and beyond.
- realise their full potential in an individual, creative and imaginative way and to value their own capacity for producing a range of art and design.
- understand and communicate ideas and feelings through the language of art and design.
- develop aesthetic awareness and the ability to make informed critical judgements.
- understand cultural diversity and appreciate different values and traditions.
- gain enjoyment from participation in and appreciation of art and design within school, the local environment and the wider community.

Each year covers the following

- painting
- drawing
- collage/textile
- 3D/sculpture
- Printing
- Digital art should be covered in computing but could be incorporated into these units as relevant - particularly mixed media

Please refer to the Big idea skills document to see where each year group is in relation to skills - your planning needs to take in prior leaning for each year group - these are documented in Arts Logs

Ideally we will have either a trip or visiting artist each year - some trips are obvious - Goldsworthy (Rosedale) Mima (every 2 years) Kate Smith? (printing) big gallery on city trip , Angel of the North, visit to see architecture? Could be combined with other trips?

Our Big Ideas are

Generating ideas **Knowledge of Artists** **Making skills** **Formal elements** **Evaluating**

This is how they fit with the national curriculum

KS1 National Curriculum	Big Ideas
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	Generating Ideas Making Skills Formal Elements
to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	Making Skills Formal Elements
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.	Knowledge of Artists Evaluating

KS1 National Curriculum	Big Ideas
to create sketch books to record their observations and use them to review and revisit	Generating Ideas Making Skills Formal Elements
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]	Making Skills Formal Elements
To learn about great artists, architects and designers in history	Knowledge of Artists Evaluating