

## 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**

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

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