



<p>Our Art provision aims to enable children to produce creative work exploring their ideas and recording their experiences</p>	<h3>BIG IDEAS</h3> <ul style="list-style-type: none"> Art skills: become proficient in drawing, painting, sculpture and other art, craft and design techniques. Evaluate and analyse: to experience and analyse creative works exploring the language and vocabulary of art, craft and design. Knowledge: know about great artists, craft makers and designers and understand the historical and cultural development of their art forms. 	<h3>CONTENTS AND SEQUENCING</h3> <ul style="list-style-type: none"> Ideas are explored and researched in their sketch books taking into account the greats and other artists, exploring their techniques, saying what they like and dislike, using them to add to their own developing skills and art vocabulary. Each subject area: painting, collage, sculpture, drawing, print, textiles and digital media are sequentially built on year on year referring to previous skills learnt and extending knowledge via the Calton Quest Curriculum. Evaluation: Children are encouraged to critique their own and others work in a positive way. This information is used to decide what they would do differently during the project and how they might tackle things in future. 	
<h3>LINKS WITH MATHS AND ENGLISH</h3> <p>Each year group study and write about at least 6 artists, craft makers or designers work and their history, analysing and evaluating their outcomes in high quality sketch books from Y1 – Y6.</p> <p>Drawing, sculpture, painting, collage, printing, textiles, digital media and other craft and design techniques as well as perspective, position, measurement, pattern, shape and time give many opportunities to explore English and Maths concepts as children work.</p>	<h3>RETRIEVAL SCALE</h3> <p>Low-stakes quizzing for long-term memory. Recapping of vocabulary terms used year on year.</p> <p>Step by step progression of skills for each art area: drawing, sculpture, painting, collage, printing, textiles, digital media and other craft and design techniques. Revisited and built on systematically through the Quest Curriculum.</p> <p>Recall knowledge of artists and development of personal preferences.</p>	<h3>PROGRESS</h3> <p>The Quest curriculum is carefully sequenced so that prior knowledge and skills are recapped and built upon from previous year groups leading to increased knowledge of art, craft and design.</p> <p>Connections are made between styles and processes through observation and teacher guidance. Responses to key questions are recorded in sketch books with evaluation and learning points made at the end of the theme.</p>	<h3>SUPPORT</h3> <p>Everyone has access to the National Curriculum for art and design.</p> <p>Some children have further guidance from the teacher to access the learning effectively. Some children demonstrate techniques to be used. Peer and self assessment is critical to developing a keen eye and alternate ideas.</p> <p>Some children are mentored with mind-set techniques to develop resilience and perseverance in art.</p>