



Art and Design Technology Curriculum Statement

Intent

At Buckfastleigh Primary School, our Art and DT curriculum is designed to engage and inspire children through topic linked, cross curricular learning opportunities. We aim for all children, regardless of ability or background, to be inspired by a diverse range of artists and designers including local studies. Our curriculum equips children with the knowledge and skills to experiment invent and create their own works of art, craft and design. Our aim is for all children to be able to think critically and develop a more rigorous understanding of Art and Design Technology. At Buckfastleigh Primary School we value the contribution Art and Design Technology can play in building children's self-esteem and confidence. Children create outcomes with a real purpose when displaying and sharing the work they create and showcasing the skills and progress they have made.

Our Art aims are set out in the 2014 National Curriculum as:

produce creative work, exploring their ideas and recording their experiences

become proficient in drawing, painting, sculpture and other art, craft and design techniques

evaluate and analyse creative works using the language of art, craft and design

know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Our Design Technology aims are also set out in the National Curriculum as:

develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world

build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users

critique, evaluate and test their ideas and products and the work of others

understand and apply the principles of nutrition and learn how to cook.

'SAFE, RESPECTED AND READY TO STEP OUT INTO THE WORLD'

Belong

Creative

Sustainability

Curious

Empowered

At Buckfastleigh Primary School, it is our intention that the Art and DT curriculum will be both stimulating and motivating in order to capture the pupil's curiosity. Our pupils are provided with exciting learning opportunities to motivate them to enjoy acquiring and developing their skills and knowledge. The National Curriculum underpins our teaching and learning of Art and DT.

Implementation

The teaching and implementation of the Art and Design Technology Curriculum at Buckfastleigh Primary School is based on the National Curriculum and supported by Cornerstones planning, ensuring a well-structured approach to this creative subject. We teach Art and DT through Cornerstones topics, which gives opportunities for children to express their creative imagination linked to their half termly topics. We ensure that Art and DT are included across each year group, with a level of progression that supports and challenges our children so that they develop lively, creative, enquiring minds. Children continue to build upon these skills each year through focus on the same themes. The teaching sequences in Art and DT are broken down into four stages: Engage; Develop; Innovate; Reflect. At the end of a sequence, there is a clear and meaningful outcome linked to another curriculum subject. Across the 6 half terms, Art is taught for 3 half terms and DT is taught for 3 half terms, with each main term containing 1 Art sequence and 1 DT sequence.

Impact

Art and DT contribute to children's personal development in creativity, independence, judgement and self-reflection. The subjects encourage children to develop a sense of ownership over their work and reflect on their experiences through evaluating their progress and development. Children's outcomes are proudly displayed around the school, on our virtual learning platform 'class dojo' and in the community to showcase learning outcomes. Children show a willingness to participate in a range of creative opportunities and respond well to this.

Children at Buckfastleigh Primary School can:

Talk confidently about a range of artists and designers and their experiences in art and design.

Work confidently and collaboratively with their peers

Use their creativity to express themselves through a range of media

Transfer these skills to prepare them for future work life.

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