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|  | **Intent** |
| At Langley Fitzurse C of E Primary School we feel that it is important for every student to have the opportunity to learn and develop their creative skills. In Art and Design lessons, children explore and develop their skills through seven main art forms: Painting, Collage, Sculpture, Drawing, Printing, Textiles and Digital Media. We aim that they improve and master these techniques whilst developing their ideas about artistic process, learning and taking inspiration from great artists. By focusing on mastering skills, children will also develop the ability to use visual language skilfully and convincingly (for example, line, shape, pattern, colour, texture, form) to express emotions, interpret observations, convey insights and accentuate their individuality. Langley Fitzurse C of E Primary School students will develop the ability to communicate fluently in visual and tactile form. We develop their ability to draw confidently and adventurously from observation, memory and imagination; exploring and inventing marks, developing and deconstructing ideas and communicating perceptively and powerfully through purposeful drawing in 2D, 3D or digital media. By Year 6, we endeavour to foster the ability within our students to think and act like creative practitioners by using their knowledge and understanding to inform, inspire and interpret ideas, observations and feelings. We encourage independence, initiative and originality which students can use to develop their creativity. In line with the National Curriculum, students will have the ability to select and use materials, processes and techniques skilfully and inventively to realise intentions and capitalise on the unexpected. We want to encourage every child to have a passion for and a commitment to Art and Design. |
|  | **Implementation** |
| Over the course of the year, long term plans ensure the coverage of the seven main subjects within Art and Design. These are linked to topics where possible, to support cross-curricular links. Through the use of milestones, there is a clear progression for children from EYFS to Year 6. Art and Design is taught in blocks determined by the class teachers and based on the topic and Art and Design project. Where appropriate, there may be whole school focuses on Art and Design. Class trips may also occur to support learning. In KS1, pupils will be encouraged to use experiences and ideas as the inspiration for artwork. They will share ideas using both a sketchbook and finished product and explore a variety of techniques. Children will learn about the work of a range of artists, artisans and designers to inform their own art. In KS2, pupils will build on their learning from KS1 by using experiences, other subjects across the curriculum and ideas as inspiration for their artwork. They will continue to develop and share ideas in a sketchbook and in finished products and improve their mastery of techniques. They will investigate further great artists, architects and designers throughout history and how Art and Design has evolved over time. Resources are sourced at the beginning of each term to ensure that staff can teach lessons effectively. Milestones are shared with children (where appropriate) to help them become responsible for their learning and aid assessment of progress. Risk assessments for any materials used are conducted and shared with the staff and pupils. The subject leader will ensure that all staff have the opportunity to develop their subject knowledge through courses and in-house training. |
|  | **Impact** |
| At Langley Fitzurse C of E Primary School, learners will:   * Develop ideas by understanding how ideas develop through an artistic process. * Master the seven main techniques, developing a skill set so that ideas may be communicated in effective ways. * Take inspiration from the greats, learning from both the artistic process and techniques of great artists and artisans throughout history. * Build on and develop their skills as they progress through the school.   Develop a love for artwork in all its forms |