



Art and Design at Archbishop Cranmer C of E Primary Academy

Curriculum Rationale

Art and Design at Archbishop Cranmer is about all children becoming inspired, engaged and challenged by equipping them with the knowledge and skills to experiment and create their own works of art.

As pupils progress through school they will develop a deeper understanding of art and design, exploring the impact it has on the contemporary life and that of different times and cultures, whilst learning the key skills and techniques to be confident, creative, proficient and analytical artists.

Curriculum Content and Sequencing

Art and Design at Archbishop Cranmer is designed with the following strands that run throughout: Generating ideas, Using sketchbooks, Making skills, including formal elements (line, shape, tone, texture, pattern, colour), Knowledge of artists, Evaluating and analysing Units of lessons are sequential, allowing children to build their skills and knowledge, applying them to a range of outcomes. The formal elements, a key part of the national curriculum, are also woven throughout the units. Key skills are revisited again and again with increasing complexity in a spiral curriculum. This allows pupils to revise and build on their previous learning. Units in each year group are organised into four core areas: Drawing, Painting and Mixed-Media, Sculpture and 3D and Craft and Design. The three domains of knowledge (practical, theoretical, disciplinary), and the interplay between them, enable pupils to generate ideas and use sketchbooks to develop their own artistic identity.

Cross Curricular Links inc. SMSC

History – great artists who inspired others and responded to changes in history. Timelines, dates.
Maths – pattern and form.
Computing – using ICT to create artwork and research movements and artists.
Literacy – as a starting point for writing
Drama and Speaking and Listening – opportunities to reflect, discuss and personify figures in artwork
Awe and wonder – an appreciation for the arts and challenges overcome by well-known artists .

Big Ideas

To know about a range of artists, including classic, female and contemporary artists and sculptors, and be able to identify these works of art in galleries.
To recognise the impact and voice of art in communicating views, opinions and messages through analysis of artist's work, and their own.
To recognise art as more than painting and drawing, and be able to use the skills learnt to experiment and create personal responses to given stimuli.

Progress and Assessment

Every child has their own sketchbook which they keep throughout their time at Archbishop Cranmer. It shows the progression of skills which have been built upon each year as a celebration of their achievements.
'I can' statements in the key areas of art and design are used to informally assess pupil progress and application of skills and understanding.
Planning has been crafted by the Art and Design lead to ensure progression of skills from Foundation to Year 6.
Sketchbooks are monitored by the Art and Design lead.
Formative and summative assessments are used: each lesson allows teacher assessment against the learning objectives as well as teachers recording formally against learning outcomes for the children with secure understanding and those working at greater depth.

Culture of Opportunity

Linked to topic – awe and wonder.
Rotary Art and Photographic Competition
Art Club
Toot Hill Extra – Activity Days
Visits to galleries, including the National Gallery in London (Year 6)

Support and Training

Opportunities for shared planning and teaching across school.
Sequences of learning planned by Art and Design Lead to offer starting point for lesson delivery. Plans include video footage demonstrating key skills.
Online bank of resources to aid planning and subject knowledge.
Well-stocked resource cupboards to ensure high-quality, take care work can be produced.
Whole-school display space to celebrate achievements.
Sessions lead by external providers.

