

# Why Art and Design Technology?



Connected Curriculum

### A message from Mrs Buckley, our Art and Design and Technology Lead

We are invested at Darlinghurst in enriching children's learning experience at school and have designated Art Design and technology lessons taught by myself every week. I have a great desire to nurture and enhance creative ability as well as encourage skills within the subject area, and have a classroom dedicated to these lessons, where as well guided lessons being taught work is displayed and celebrated.

## Design and Purpose

### Art and Design

The Art curriculum is a bespoke curriculum with components linked to the connected curriculum. Careful connections are made to subject matter and learning units within the connected curriculum to bring learning alive through creativity.

Long term plans outline the breadth and depth of study for the different components. Milestones are in place outlining expectations for each component:

- Sketch books
- Drawing
- Painting
- Media
- Sculpture
- Textiles
- DT

Progression of knowledge and skills is mapped across progression rivers for the strand areas. Our Art curriculum develops children's understanding of how to produce creative work, using sketchbooks to record their experiences and explore their ideas. We ensure our children become confident in developing their skills in drawing, painting, sculpture, craft and design. Children develop the skills of evaluation, analysing arts of work and using artistic language. We ensure our children use the work of great artists and designers to inspire their own pieces of work.

Art plans make links to the outdoor learning curriculum for the components: sculpture, textiles and materials with children taking art outside the classroom and using natural materials to sculpt, weave and create.

### **Design and Technology**

Our Design and Technology curriculum is part of our Connected Curriculum and links are made to Geography, History, Science, Art and Outdoor Learning. Our Design and Technology curriculum helps develop children's creative, technical and practical expertise needed to perform tasks confidently. We ensure our children build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products. We ensure our children develop the skills of evaluation and analysis so that they can critique and test their ideas and the products and the work of others. We believe it is vital that our children understand and apply the principles of nutrition and learn how to cook including outdoor cooking as part of our Outdoor Learning Curriculum.

Art and Design Technology is carefully mapped and units are taught sequentially building knowledge and skills through a combination of practical tasks and opportunities to apply key concepts and knowledge in different ways. Each lesson starts with a key question and follows a series of layers allowing children to show what they know, learn and do. This includes the development and use of key vocabulary.

#### **Difference**

We value art and design technology as a form of creativity. The curriculum engages and inspires children to create art, craft and design. They take pride in their work and develop critical thinking and evaluation techniques.

They gain a range of knowledge, skills and techniques that advance and deepen over time.

Children enjoy the connections and creative pathways that the art and design technology lessons give them.

Our focus on artistic terms and vocabulary means that children use these with increasing accuracy and understand the processes they undertake.

Art lessons ensure that our children develop their techniques, control and use of different materials.

Creativity experimentation and practice ensures that they develop their skills and artistic flair.

Sketch books are a supportive mechanism to test, create and plan ideas alongside recording their observation and ideas.

Progression across the curriculum components leads to children developing and mastering a range of techniques: colour, patter, texture, line, shape, form and space. Community projects and competitions include: art galleries, METAL, Leigh Art trail and charities. Calendar events and traditions are also marked with Art, craft and design. Art lessons are also part of our deeper days i.e. Eco Week, Black History etc.

**'Achieving Excellence Together'**