

Purpose of study:

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

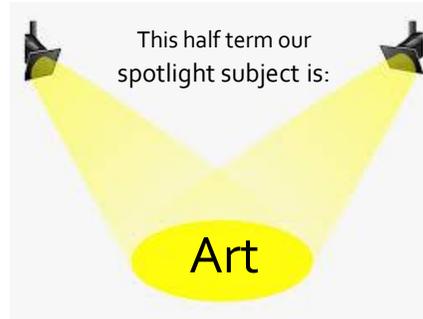
Aims

The national curriculum for art and design aims to ensure that all pupils:

- 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.

Cold task:

The children will be asked to look at a piece of artwork by Kara Walker, linked to our history topic. They will be asked to analyse the work and explain what they think is happening in the picture. At the end of the half term, the children will re-visit their analysis of the piece of artwork.



Art Legacy:

At Eversley Primary School we inspire children to think innovatively and develop a creative procedural understanding. Children are immersed in the subject, building their cultural capital, as a medium for the celebration of culture and diversity. We aim to engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design and are given opportunities to develop their ideas, self-esteem and break through creative barriers.

Our aim is for all children to leave Eversley Primary School with the skills, confidence, knowledge and enthusiasm to fully immerse themselves in the creative process, leaving them confident to take risks and continue to progress and achieve their full potential.

Key questions:

What is art?

What role does art play in our lives?

Who are the significant people who have influenced this subject?

Key vocabulary: Henry Moore, sculptor, contrast, symbolism, contour, hatching, cross-hatching, stippling, scumbling, blending, tint, hue, primary/ secondary/ tertiary colour.

Enrichment opportunities:

Virtual art gallery tours

Virtual visit from an artist

Weekly spotlight time activity:

Early morning work; teaching drawing skills e.g.

<https://www.accessart.org.uk/?s=Teaching+drawing+skills>

Warm up exercise for drawing e.g.

<https://cravepainting.com/blog/warm-up-exercises-for-drawing>

Home learning:

The children will be asked to research an artist of their choice, and present their findings in any format e.g. poster, powerpoint or sculpture.