



## Curriculum:

# Progression in the Arts

### INTENT - The Art and Design and Technology Curriculum

Our curriculum at Gillamoor is designed to provide broad, balanced and diverse content that has our core Christian values at its heart. We deliver a knowledge-rich, inclusive and sequential curriculum in which we develop an appreciation of the wider world and our place and role within it. Our Art curriculum is at the core of this: delivering enriching lessons in an objective, critical and pluralistic manner that enable children to understand art as a singular concept and in relation of other subjects and topics. Gillamoor is a small, rural school with a fun, engaging and sequential curriculum that strives to develop artistic skills and encourage children to use their personalities and imagination to design. The boundaries of art and design can be endless. This includes teaching an understanding of the history of art and design technology and core concepts within these subjects. We aim to embrace diversity and cultural values within our curriculum teachings.

In art and design and technology, we actively encourage our pupils to be independent, risk-taking learners and designers who are not afraid to step away from their comfort zone and explore core concepts to achieve the ideas their imaginations have created. We give great consideration to experiences and opportunities to value pupils' contributions as they draw on their own experiences and connect these to what they have learnt.

Here at Gillamoor we use the Kapow curriculum for art and design and technology and the Richard Shepherd Music Foundation for music. We feel that these programmes encompass our values in these subjects as well as support our teachers to deliver our intent.

## **IMPLEMENTATION** – Rationale

Although we use the Kapow programme for our planning and teaching of art and design and technology; our teachers have carefully matched their long-term plan to our sequential curriculum. This ensures that art is taught stand alone and entwined with other subjects such: English, history and geography. This has allowed us to carefully consider the needs of our pupils in terms of its sequencing and progression. Each year pupils develop their skills in four specific art areas: drawing; painting and mixed media; sculpture and 3D; and craft and design. They also develop their skills in four (six at KS2) specific design and technology areas: cooking and nutrition; mechanisms and mechanical systems; structures; textiles; (electrical systems; and digital world.) This allows the children to gain knowledge and skills and build on these over time.

The long term plan is carefully structured so children in different year groups study key questions which form under a similar umbrella – this allows staff subject knowledge to be shared; it allows our small school to come together and parents to become part of the learning cycle.

## **IMPACT**

We aim for all of our children to leave us as artists and designers- they should have solid knowledge and experience foundations which they can build on and will support them in the future. We aim for them to understand boundaries and why they exist but also explore people who have pushed those boundaries and be inspired to do so themselves – accepting when this works and when it doesn't. We aim to develop their knowledge and skills through carefully considered progressive units. Crucially, we have created a bespoke curriculum which allows them to experience and be immersed in art, design and music and understand its relevance in the 'then' and 'now'.

Pupil's understanding in art and design and technology will be assessed through informal quizzes. There will also be the opportunities to share their vocabulary knowledge throughout lessons. This will be supplemented with self-assessment in lessons and teacher assessment of skills using our tracking system. Through practical work children will gain skills which will support opportunities that they have in later life and develop a love of physical creativity. Careful links between subjects such as: English; science; history; geography; computing; and mathematics will allow children to gain an understanding of how many subjects are linked and support each other.

**What does art and design and technology look like at Gillamoor school?**

<b>Planning</b>	<b>Teaching</b>	<b>Work/Evidence</b>	<b>Assessment/Monitoring</b>	<b>Wider Community</b>
<ul style="list-style-type: none"> <li>• School long-term curriculum</li> <li>• Kapow mixed-age planning</li> </ul>	<ul style="list-style-type: none"> <li>• Quality first teaching</li> <li>• SEND IPMs</li> <li>• Use of whole environment</li> </ul>	<ul style="list-style-type: none"> <li>• Sketch books</li> <li>• Single work on separate sheets</li> <li>• Models/etc pictures taken and sent home</li> <li>• One piece every half-term put in Individual Pupil Art folders kept for whole school life</li> </ul>	<ul style="list-style-type: none"> <li>• Pupil self-assessment</li> <li>• Informal assessment in lessons including high quality questioning</li> <li>• Teacher assessments and completed ARE put on school assessment system</li> <li>• Whole school walk arounds</li> <li>• Work scrutiny of Art folders every term with progression as focus</li> </ul>	<ul style="list-style-type: none"> <li>• Art sent to village shows</li> <li>• Pupil work put on big display at Fadmoor Hall for locals to see</li> <li>• Actively participate in local projects such as railway music project (2019) and tile project (2023)</li> </ul>

