



Westcott Church of England School

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Westcott C of E School

ART AND DT POLICY

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.

ABOUT THE POLICY

This policy reflects the school's values and philosophy in relation to the teaching and learning of Art, Design and Technology. Art, Design and Technology stimulates creativity and imagination and prepares children to take part in the development of tomorrow's rapidly changing world. Creative thinking encourages children to make positive changes to their quality of life.

Art, Design & Technology:

Rationale:

The National Curriculum (September 2014) is the basis for implementing the statutory requirements for Art, Design and Technology. The expectation is that the majority of pupils will move through the year group Learning Objectives. Decisions about when to progress should always be based on the security of children's understanding and their readiness to progress to the next stage. Pupils who grasp concepts rapidly will be challenged through being offered mastery problems before being taught any new content. Those who are not sufficiently confident will consolidate their understanding through additional practice before moving on.

Purpose:

- 1.To provide a range of stimulating and creative opportunities which create a framework for success and enjoyment, thus enhancing self-esteem.
- 2.To develop pupils' visual perception, awareness, curiosity and sensitivity to the natural and built environment, through working from observation and direct experience.
3. To foster the development of making skills using a variety of media, techniques and scale. Pupils can thus develop the ability and confidence to realise their ideas successfully in two and three dimensions both expressively and in design.
4. To develop the pupils' capability in developing and expressing ideas through art by visual investigation and the gathering and organisation of reference materials and resources;





5. To encourage pupils to evaluate and review their work and that of others, both individually and in group;
6. To provide pupils with an understanding of the visual elements of art so that they can use this effectively in carrying out their creative ideas. ;
7. To develop pupils' understanding and appreciation of art and design as a positive force within their everyday life;
8. To encourage pupils to respond to, and articulate opinions on art, craft and design and sculpture and use a specialist art vocabulary when describing their work and ideas.

Guidelines:

We aim to provide the pupils with an art, design and technology curriculum and high-quality teaching which instils an appreciation and enjoyment of the visual arts. Art and Design stimulate imagination and creativity; involving children in a range of visual, tactile and sensory experiences, which enable them to communicate what they see, think and feel through the use of the elements of colour, texture, form and pattern.

Our pupils should:

Key Stage 1 –

- explore and develop ideas by drawing, collecting ideas and talking about them;
- try out a range of materials and tools for drawing, painting, collage, textiles, digital, media and printing;
- think and talk about our ideas as we work so that we can change things if we want to;
- learn and understand about colour, line, texture and shape by exploring them;
- look and talk about the work of other artists, craftworkers and designers including examples of work from the locality, contemporary work and from a variety of periods and cultures.

Key Stage 2 –

- investigate, record and develop our ideas by collecting information in our sketch books learn to use different materials and tools (including ICT) to create our art work;
- adapt our own work after discussing, comparing and learning from our own and others' work;
- learn more about the visual and tactile elements such as colour, line and shape etc and how to use them;
- look at art, craft and design work of other artists, craftworkers, architects from different times and cultures and use this to help in developing our own work.



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Conclusion:

Art, design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.