

Art and Design at St Merryn School



Why teach Art and design?

Our school motto is 'Bright Futures Built On Firm Foundations'. We strongly believe that Art contributes to the quality of life both within and beyond school. It encourages children's personal development in creativity, independence, judgement and self-reflection. It enables pupils to develop a natural sense of wonder and curiosity about the world around them

Art helps to develop imagination, self-expression and creativity

Art helps to develop self-confidence, self-discipline and resilience

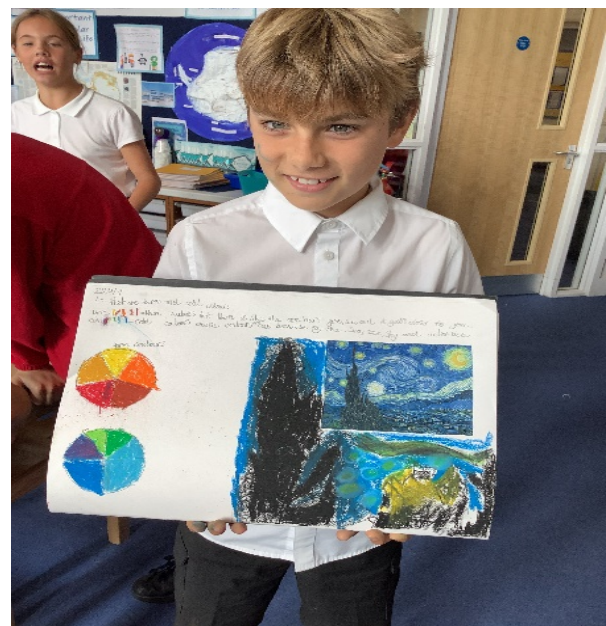
Art helps to develop critical thinking

Art aids relaxation and well-being

"Every child is an artist. The problem is how to remain an artist once we grow up."



[-Pablo Picasso.](#)



Intent - Aims and Objectives



Our aim is to teach Art in a way that stimulates pupil creativity, imagination and enjoyment.

Art at our school means providing our pupils not only with the opportunity to learn about and experiment with a wide range of art and design techniques, but also to discover and explore art from different cultures both ancient and modern around the world.

We also want to introduce them to a range of artists and artistic movements and to encourage enquiry, empathy and questioning.

Children learn the skills of drawing, painting, printing, collage, textiles, 3D work and digital art and are given the opportunity to explore and evaluate different creative ideas.

We support students in learning to co-operate and negotiate and be able to share good practice and learn from others. We actively promote looking at the work of others, celebrating other cultures and encouraging diversity.

We also believe it is essential to provide them with a platform from which to be creative, to express themselves, find success and share these experiences, talents and abilities.

Through the arts curriculum, we want the children to have the confidence to communicate their feelings and learn about the world. We want them to value and respect their work and that of others.



At St Merryn School our intention is to deliver a curriculum, which is accessible to all and ensures that our children enjoy, thrive, succeed and achieve their potential in the Arts.



Teaching Art and Design at St Merryn School

We have a topic based curriculum, but also focus on the acquisition of skills which allows children to express their creative imagination as well as providing them with opportunities to practise and develop mastery in the key processes of art: drawing, painting, printing, textiles and sculpture. This is supported through the studying of key artists and the development of a knowledge of their work.



A wide range of visual, auditory and kinaesthetic resources are used throughout lessons i.e. Power Points, hand-outs, visual teacher/student practical examples, video clips, practical demonstrations etc.

We encourage the celebration of art both within our school and local community and take part in local and global projects using art as a medium to explore environmental issues and learn about the world around us. We encourage visits and workshops from local Artists

Whole school art activities, challenges and competitions run through the school year. Our annual Summer arts night is a chance to share our work - the hall becomes a gallery space and we celebrate all of the arts - dance, drama and music in a performance for parents and the wider community.



The Curriculum

The planning and implementation of the Art and Design Curriculum is based on the National Curriculum and is, where possible, linked to topics to ensure a well-structured approach to this creative subject. Art and Design is taught either in blocks or as weekly lessons throughout the year so that children can achieve depth in their learning.



EYFS

In the EYFS (Early Years Foundation Stage) pupils are given the opportunity to explore texture, colour, shape, form and space.

- They develop their imagination and creativity and begin to investigate the qualities of materials and processes.
- They begin to use colour and shape to express themselves.

- They investigate the use of pattern and texture to represent ideas or emotions.

Key Stage 1

At Key Stage 1 pupils develop their skills further through increasing their knowledge and understanding of materials and techniques, environments and their own identity and experiences.

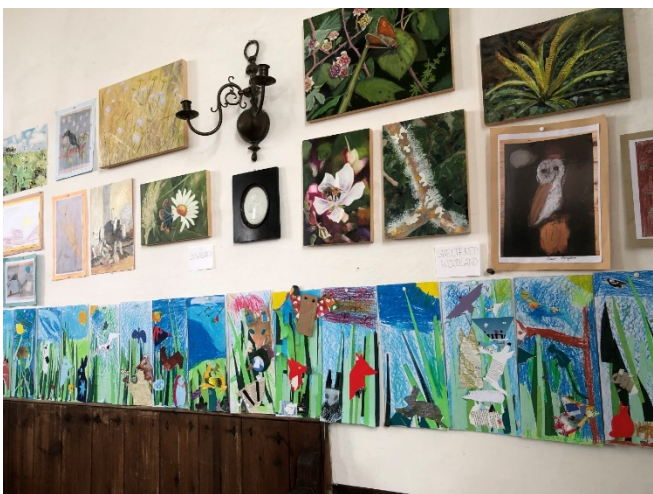
At this stage pupils use colour, shape, pattern and texture to express their emotions and ideas.

They begin to ask questions and learn about other artists and art from a variety of cultures. They explore how the art was made, what it was made from and their thoughts and feelings regarding each piece.

Key Stage 2

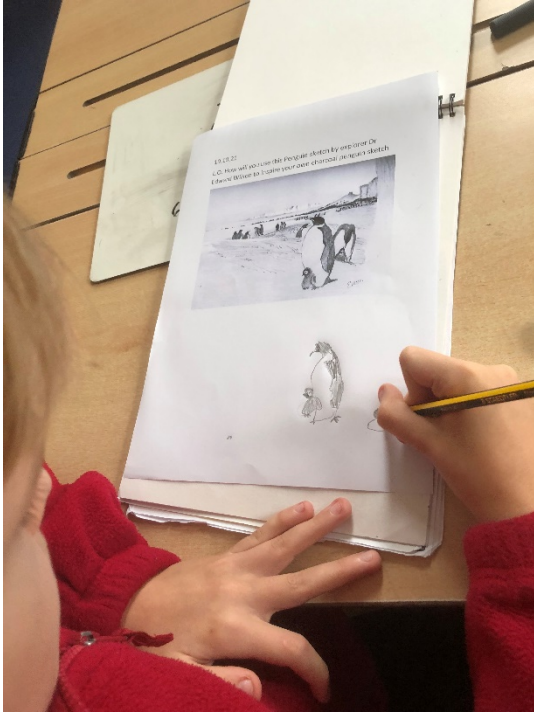
At Key Stage 2 pupils develop their creativity further by increasing their knowledge, skills and understanding of materials and processes.

Pupils' experiences at this stage enable them to understand the diverse functions of art in the wider world.



This is our habitats project artwork on display beside the work of local artists at Tregona Chapel arts centre - site of the St.Eval archive.

Assessment



Assessment and feedback to pupils is usually carried out by observation and oral feedback during lessons. Children will be given constructive feedback and next steps in order to improve their work to ensure skills are being developed.

The children use sketchbooks that they take through KS2 to show development of skills and progression

At Key Stage 2, pupils are required to show their progression in their sketchbook. Progression and achievement is tracked against learning objectives. Photographic records and some work may be kept until the end of the year

EYFS Art and Design

The children at St Merryn are very fortunate to have many resources readily available to them to encourage and enhance their play and discovery through artistic creativity and design.

The children have their decking area under the canopy where children can get outside in poor weather as well as the outdoor area where there is space for water play and sand play. The EYFS children do also have the chance to go to the outdoor areas to make use of the garden allotment, outdoor classroom, stage and woodland areas.





Art			
30-50 Months	Expressive Arts and Design	Exploring and Using Media and Materials	<ul style="list-style-type: none"> To explore colour and how colours can be changed. To understand that they can use lines to enclose a space and then begin to use these shapes to represent objects. To begin to be interested in and describe the texture of things.
		Being Imaginative	<ul style="list-style-type: none"> To develop a preference for forms of expression. To notice what adults do, imitating what is observed and then doing it spontaneously when the adult is not there. To capture experiences and responses with a range of media, such as music, dance and paint and other materials or words.
40-60 Months	Expressive Arts and Design	Exploring and Using Media and Materials	<ul style="list-style-type: none"> To explore what happens when they mix colours. To experiment to create different textures. To understand that different media can be combined to create new effects. To manipulate materials to achieve a planned effect. To construct with a purpose in mind, using a variety of resources. To use simple tools and techniques competently and appropriately. To select the appropriate resources and adapt work where necessary. To select tools and techniques needed to shape, assemble and join materials they are using.
		Being Imaginative	<ul style="list-style-type: none"> To create simple representations of events, people and objects. To choose particular colours to use for a purpose.
ELG	Expressive Arts and Design	Exploring and Using Media and Materials	<ul style="list-style-type: none"> To safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
		Being Imaginative	<ul style="list-style-type: none"> To use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.