Implementation

At St James, art and design is seen as a unique way of understanding and responding to the world. Our art curriculum aims to stimulate the children's creativity and imagination and equip them with the knowledge and skills to experiment and create their own works of art, craft and design.

Children are taught how to use a range of materials effectively and are provided with opportunities to draw, paint, print, make collages, use textiles and clay. They are taught the skills and techniques and then given the opportunity to practise them to increase their confidence and competence and produce individual and group pieces of work.

At St James, children are encouraged to talk about their art work and the work of others using appropriate and technical vocabulary. The use of famous art works helps to engage, inspire and celebrate the richness of the cultures and traditions of our global community, enabling children to make thoughtful judgements about life today and life in different times. They learn about a wide range of artists, craft makers and designers and use this as an inspiration to their own work. Children learn key skills within art that they can then apply and use creatively across the whole curriculum.

St. James
C. of E. PRIMARY SCHOOL

Curriculum intent

Art at St James should enthuse and inspire, helping children gain confidence to express themselves creatively. They should learn and develop skills across a wide range of medium and be aware of the works of a variety of artists and designers and be able to discuss what makes them important or relevant.

The art at St James should reflect the diversity of the children in our school.

Our School Curriculum Statement says we should: "…teach children to develop learning skills...", "…part of a culturally diverse wider world…", "… experience a range of subjects and themes…", "Cross-curricular links are planned for without losing focus of discrete knowledge and skills." Our teaching of art should reflect all of this.

Key Skills developed

See attached AccessArt progression document

Early Years	The children will; explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.		
	Autumn Term	Spring Term	Summer Term
Year 1	Using drawing, collage and mark-making to explore spirals.	Explore how artists make art inspired by flora and fauna. Make collages of Minibeasts and display as a shared artwork.	Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.
Year 2	Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.	Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark making to create abstract still life	Explore how you can transform a familiar object into new and fun forms.
Year 3	Making loose, gestural drawings with charcoal, and exploring drama and performance.	Explore how to create simple moving drawings by making paper "puppets" and animate them using tablets.	"Painting with Scissors": Collage and stencil in response to looking at artwork.
Year 4	Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.	Explore how the way we display our work can affect the way it is seen.	Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing
Year 5	Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.	Explore the responsibilities architects have to design us a better world. Make your own architectural model.	Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.
Year 6	Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.	Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	Exploring how artists use light, form and colour to create immersive environments.