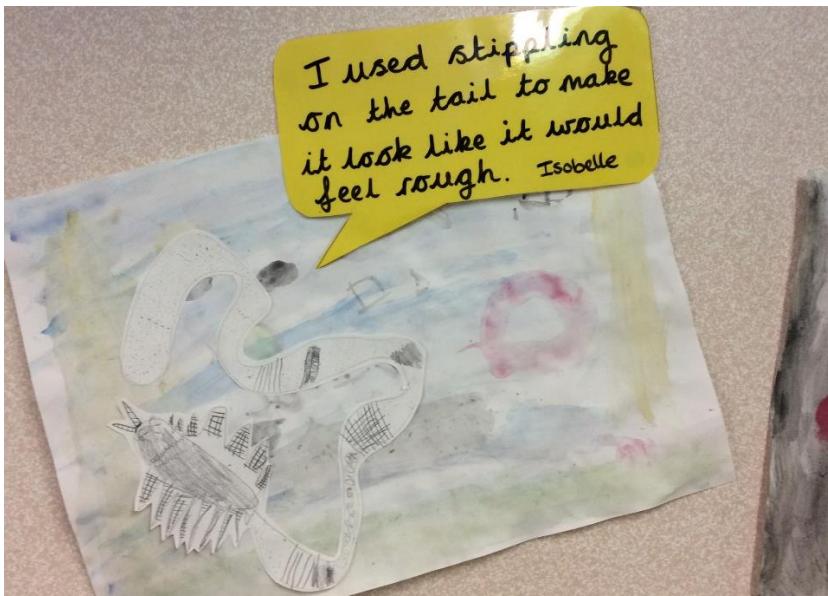


Teaching and Learning in Art and Design



Research Base:

Tom Sherrington: Rosenshine's Principles in Action
Elliot Eisner: The Arts and the Creation of the Mind



Hamble Primary School

023 80453298

By working together we help our
children to succeed.

At Hamble Primary School we are committed to providing the best possible educational outcomes for all children. We aim to ensure that children leave us with the art knowledge and skills specified within the National Curriculum:

https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/239018/PRIMARY_national_curriculum - Art and design.pdf

The Art and Design Learning Journey at Our School

- 1. Context:** What are the children going to be learning about? Does this unit link to a focus artist? Where does this artist fit into society? What is the historical context?
- 2. Revision of previous skills and new knowledge:** What do the children already know? What skills will they have previously encountered? What is the new learning? Direct instruction of new knowledge and skills.
- 3. Active Practice:** The children are given structured opportunities to apply and practise previous and newly taught skills. Children are encouraged to bring their own ideas, thoughts and feelings into their designs.
- 4. Plan and Do:** Children are then encouraged to use all that they have learned to plan and carry out a finished piece. Whilst this may be based on the style of the artist studied, it will be an individual piece of work.
- 5. Review:** Children review their independent practice. How effective do the children feel they have been at applying new knowledge and skills and building upon previous learning?

Links with other subject areas

Wherever possible we aim to link the current area of study in Art and Design with other areas of the curriculum being studied. This could be as part of the current learning, or as an opportunity to revise and link back to previous learning. If the study includes a focus artist there will always be a chronological element that will aim to set the study within a historical context.

Each Art and Design unit will focus on one or more **specific skills**.

These skills are:

- **Be proficient** in drawing, painting, sculpting and other art and design techniques.
- **Use appropriate vocabulary** when analysing and evaluating own creative work and that of others, including famous artists and designers.
- **Think critically** about how art and design reflect and shape history and the events of society.

