



Sandwich Junior School



Art & Design

Mission Statement

At Sandwich Junior School children are taught to express themselves by being creative throughout a range of mediums within the realm of art, craft and design, with access to drawing, painting and sculpture materials to facilitate their mastery of techniques. Art is not just a 'stand-alone' subject, but one that is taught passionately by weaving opportunities throughout a wide range of cross-curricular links within our broad and balanced curriculum offering where teaching is sequenced and progressive in nature.

By the end of their Key Stage 2 journey at our school, children have explored a wide range of artistic techniques which are celebrated across the displays within the school. Not only this, pupils' study and research timelines of famous artists throughout history (both past and modern) which include architects and designers. Where applicable, technology is used to capture photography and to design or edit work using class I pads. In addition, they have access to their own sketch books to record their observations which are used to plan, review and revisit ideas; embedding understanding further whilst empowering the children with the confidence to express themselves by being both experimental and imaginative with their creations.

End Points

By the time pupils have reached the end of the Key Stage they will be fully prepared to engage with the Key Stage 3 Art & Design Curriculum:

Investigating and Exploring:

- Make drawings in a sketchbook and record observations of a range of artefacts and images studied annotating work and commenting on distinctive features.
- Collect, examine, select and use resource materials to inform thinking and contribute to the development of ideas.
- Use a wide range of visual techniques and secondary sources of information to support the development of projects.
- Annotate ideas and images collected including visits to museums and galleries (if possible), explain how they will inform own ideas.
- Identify how artists, designers and craft workers, from different cultures and historical periods, develop, express and represent their ideas, and how they will use this in their own work.

Drawing:

- Apply appropriate visual and tactile techniques to suit the intended purpose, including the use of computer packages.
- Use a framing device to isolate areas of images including the foreground, background and focal point.
- Use a wide range of techniques to create a range of effects.
- Make a range of small studies in a sketchbook using a viewfinder to select parts of an arrangement, composition or landscape.
- Create a composition showing more than one figure.
- Create a composition showing a moving figure.

Painting:

- Use knowledge of colour families to create contrast.
- Create light and dark tones.
- Select and apply a wide range of appropriate painting techniques, giving reasons for choices.
- Use paint to represent objects in different ways, e.g. to show light that comes from more than one source, etc.
- Use a range of brushstrokes to indicate changes in shape and form.

3D Modelling:

- Create increasingly complex 3D forms using a wide range of materials.
- Use a wide range of techniques to join, combine and shape clay.
- Apply a range of techniques to the surface of clay, e.g. spraying, stippling and sponging, etc.
- Mix and combine a range of materials to create effective 3D models and collage.

Printing:

- Use and incorporate shapes and patterns in nature, the environment and different cultures and times.
- Talk about and evaluate a wide range of complex patterns, e.g. the work of Escher.
- Create complex surface textures by mixing and combining techniques.
- Make a multi-layered stencil.
- Make a multi-coloured block print.

Textiles:

- Use quilting, wire, padding and appliqué to support 3D projects.
- Create a simple paper pattern including accurate measurements.
- Use blanket stitch, herringbone and embroidery.
- Recreate and use the techniques of important crafts people throughout history.
- Create and use a wide range of materials, techniques and patterns to create a large-scale weaving project.