

What is Art and Design at Blackwater?

Art is a subject at Blackwater where children learn and develop practical skills, alongside a knowledge rich curriculum of artists and contexts. They learn that mistakes often lead to the best outcomes, that risks are worth taking and that great enjoyment that can be found in learning and sharing with others.

As artists we...

- use line, shape, pattern, texture and form creatively to express emotions and feelings, interpret ideas and convey individuality.
- draw confidently and adventurously from observation, memory and imagination.
- have an impressive knowledge of other artists, craft makers and designers.
- be passionate about art in all its forms.

Key Strands

1.

Drawing



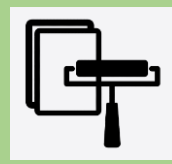
2.

Painting



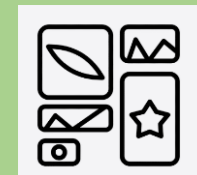
3.

Printing



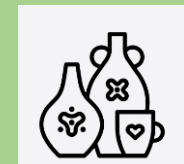
4.

Textiles and
Collage



5.

3D Form



Sequence of Learning in Art and Design

1. Launch

Assess previous knowledge and key concepts needed to access new learning.

Learning about the artist, the style, technique and time period.

2. Imitate

Imitating the style of the artist, making the skills explicit and discussing the vocabulary.

3. Specific Skills

Explicit teaching of new skills.

4. Plan

Plan the composite using the skills explicitly taught.

5. Create

Create the composite using skills explicitly taught.

6. Evaluate

KS1 – verbal evaluations.

KS2 – written evaluations, with peer-evaluations happening on post-it notes.

Art and Design Lesson Structure

Fluency – 2-minute draw	Drawing skills – teacher to model drawing still life, thinking out loud. Children have two minutes to complete a drawing in their sketchbooks.
Reconnect	Recap on previous learning, where have they come from. WAGOLL from the last lesson Looking at the sketchbook journey so far through this unit. Where are we and what have we learnt?
Share the Learning Objective	Focus on skill – this is what we are learning today. Introduce new vocabulary.
New learning	Teach new skill (e.g. this is how I make different tones of red). Where has the artist used tone? What does it look like?
Sketchbook grappling	Learning presented in sketchbooks. Children should annotate their sketchbook as they go with thoughts and comments.
Evaluation of the skill	Sketchbook share on the carpet or tables, were you successful today? How do you know? Peer evaluations. Look to future learning