



# Winmarleigh Church of England Primary School

## Art & Design

At Winmarleigh, we are all artists! We want our pupils to appreciate art and design from all over the world. We want them to have no limits to what their ambitions are and grow up wanting to be illustrators, graphic designers, curators or printmakers! The art and design curriculum has been carefully designed so that our pupils develop their artistic knowledge. We want all our pupils to remember their art and design learning in our school, to cherish these experiences and embrace the opportunities they are presented with.

### End Points in Learning in the Art & Design Curriculum

#### EYFS

- Use large-muscle movements to wave flags and streamers, paint and make marks.
- Choose the right resources to carry out their own plan.
- Use one-handed tools and equipment, for example, making snips in paper with scissors.
- Use a comfortable grip with good control when holding pens and pencils.
- Explore different materials freely, in order to develop their ideas about how to use them and what to make.
- Develop their own ideas and then decide which materials to use to express them.
- Join different materials and explore different textures.
- Create closed shapes with continuous lines, and begin to use these shapes to represent objects.
- Draw with increasing complexity and detail, such as representing a face with a circle and including details.
- Use drawing to represent ideas like movement or loud noises.
- Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.
- Explore colour and colour mixing.
- Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
- Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.
- Develop overall body-strength, balance, coordination and agility.
- 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.
- Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.
- Use a range of small tools, including scissors, paintbrushes and cutlery.
- Begin to show accuracy and care when drawing.
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Share their creations, explaining the process they have used.

#### Key Stage 1

- Pupils use a range of materials creatively to design and make products.
- Pupils will use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Pupils will develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Pupils will learn about the work of a range of artists, craft makers and designers, describe differences and similarities between different practices and disciplines and make links to their own work.

#### Key Stage 2

- Pupils will develop techniques, including their control and use of materials, with creativity, experimentation and an awareness of different kinds of art, craft and design.
- Pupils will create sketchbooks to record their observations and use them to review and revisit ideas.
- Pupils will improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.
- Pupils will learn about great artists, architects and designers in history.