

## Art and Design at Rossmere Academy

### ***Intent***

Our intent for Art and Design at Rossmere is to ensure that all pupils:

- Are inspired, engaged and challenged to create bold and confident works of art and design.
- Are knowledgeable and skilful to experiment, invent and create their own works of art, craft and design.
- Are reflective about art and design and understand how it has shaped our history and contributed to our diversity.

### ***Implementation***

The implementation of Art and Design at Rossmere:

Art and design teaching is organised into 5 key areas -

- Generating ideas
- Using sketchpads
- Learning and practising skills (including formal elements)
- Knowledge of artists and their work
- Evaluating and analysing

Art and Design is taught three times per year in each term. Children undertake art and design that covers the 3 main disciplines of drawing, painting and sculpture/3D (with a craft link). Within each unit of work, children will learn about famous and contemporary artists in each discipline and will produce pieces linked to these artists, whether as inspiration or a final piece. Progression documents trace the development of skills and knowledge through these 3 disciplines and the 7 formal elements of colour, pattern, line, tone, form, shape and texture. Medium term plans for each year group map out

### ***Impact***

The impact of Art and Design at Rossmere:

Art and Design is openly celebrated through the medium of display enabling children to see themselves as artists, designers and craftspeople. Children are encouraged to use 'artspeak', learned in lessons to analyse and evaluate theirs and others' art work. There is clear progression in Art and Design from Early Years to Year 6 and children's skills show clear development from early mark making to knowing about Chiaroscuro in Year 6.