

Art and design

Purpose of study

Art, craft and design **has always** embodied an essential element of human creativity. A high-quality and ecologically responsible art and design education should engage, inspire and challenge pupils, equipping them with the knowledge, skills **and sensitivity** to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous **and thoughtful** understanding of art, **craft** and design **and its power to communicate**. They should also know how art and design both reflect and shape their history, and contribute to our culture, creativity, wealth and wellbeing **locally, nationally and globally**.

Aims

The national curriculum for art and design aims to ensure that all pupils:

- **respect the materials and resources used in art, craft and design while working towards a zero waste policy.**
- **explore ways of creating artwork by using more environmentally sustainably sourced natural materials.**
- produce creative work, exploring their ideas and recording their experiences taking a responsible attitude towards the impact of materials on the environment.
- become proficient in drawing, painting, sculpture and other art, craft and design techniques including computer generated work.
- evaluate and analyse creative works using the language of art, craft and design
- know about **inspirational and diverse** artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Attainment targets

By the end of key stage 3, pupils are expected to know, apply and understand the matters, skills and processes specified in the programme of study.

Schools are not required by law to teach the example content in [square brackets]

Subject Content

Key stage 3

Pupils should be taught to develop their creativity and ideas, and increase proficiency **and sensitivity** in their application. They should develop a critical understanding of artists, architects and designers, expressing reasoned judgements that can inform their own work.

Pupils should be taught:

- to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas **and feelings**
- to use a range of techniques and media, including painting
- to increase their proficiency in the handling of different materials **and exploring using non-traditional materials.**
- to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work
- **how art can be applied to examine and interpret ideas**, knowledge and feelings **including those from other** areas of **the curriculum**
- about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day; **this may include practitioners who address inequality, climate change or other sustainability-related issues as a form of activism for social and environmental justice.**
- **the importance of the Arts in providing opportunities for creative solutions, often in collaboration with communities, that address local issues and that can be applied to global problem solving.**

***TEACH THE
FUTURE***