

	<u>Intent</u>	<u>Implementation</u>	<u>Impact</u>
<u>Art</u>	<ul style="list-style-type: none"> • To engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. • To produce creative work, exploring their ideas and recording their experiences • To become proficient in drawing, painting, sculpture and other art, craft and design techniques • To evaluate and analyse creative works using the language of art, craft and design • To know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms 	<ul style="list-style-type: none"> • Teachers plan lessons using Curriculum Maestro progression of knowledge and skills documents, considering their class's interests and what they want to learn. The progression document ensures the curriculum is covered and the skills/knowledge taught is progressive from year to year. • When teaching art and design, teachers follow the children's interests to ensure their learning is engaging, broad and balanced. A variety of teaching approaches are used. • Art and design provides excellent opportunities to enhance the learning of more able pupils through investigations, analysing sources and writing extended pieces. 	<ul style="list-style-type: none"> • Pupils make progress in range of art and design techniques. • Pupils know the similarities and differences between a range of art movements and styles. • Pupils develop their knowledge of various artists and understand the historical and cultural development of their art forms. • Pupils understand the value of art and how it is used in everyday life.