



Art Vision

The main aims of students learning art and design at Park Hill is so that they can take the skills that they learn into every area of their future. Knowing and understanding the design process, technical skills and enjoyment of creative expression are key focuses.



DT Vision

Linked closely to Art, the DT curriculum is focused on giving students at Park Hill Junior School the practical skills to plan a product, use skills to create a product and then to evaluate the product. Moving through the years the students will have the opportunity to develop the skills that will help them in the future including both the practical skills and the ability to look at their own work critically so that they can make improvements.

Having the DT curriculum reflecting the topic area means that the understanding of why they are creating a flint arrow or an aqueduct is far more meaningful to the students. This also helps to build memories which will help with long term recall.

INTENT

We believe that all children should have:

- An understanding of the design and creation process.
- Be able to see links to the topics that they are learning.
- Enjoy the creative process in all areas, so that curiosity can be fostered.
- Learn practical skills and techniques that can be applied to a range of situations.
- A range of learning strategies: working both collaboratively and independently.
- Learn resilience and adaptability in projects where the plans need to be adjusted.
- The ability to research and make links to technological advancements throughout history.
- Independent learners who take responsibility for their own learning.



Our Art and DT curriculum aims to ensure that all pupils:

- have an understanding and appreciation of art from a wide range of cultures and times.
- are able to use a range of skills and techniques.
- can solve problems by ensuring problem solving is embedded in every lesson and variation of questions are used to enable children to apply their knowledge to different situations.
- are able to talk confidently about art and form their own opinion about it.
- challenge is built into the lessons at each stage of the planning, doing and evaluating process to ensure that learners of all abilities are able to access and achieve.

IMPLEMENTATION

- Use of a stepped design and evaluation to ensure that the skills learnt are embedded.
- Progression throughout the curriculum to ensure that all areas are covered.
- Use of assessment pieces that can show progression of skills and understanding year by year.
- Enjoyable, challenging lessons which give space for creative expression and problem solving.
- The skill of **resilience** promoted throughout the year in all art and dt projects. Letting the children see that things do not have to be perfect first time or even the tenth time, as this is part of the design process.



IMPACT

- Children demonstrate a deep enjoyment and curiosity for Art and DT.
- Children being able to show that they are being reflective learners through evaluation of their own art and the art of famous artists.
- **Children show confidence in Believing that they will achieve.**
- Concrete skills that the children will be able to do with confidence because they have learnt to do them safely.
- The opportunity to work collaboratively in practical tasks either in small groups or across the year group.
- Making links with a deeper understanding of technology and art, and how these have shaped the course of human history.