

## Art and D&T Intent, Implementation and Impact Overview

#### Intent

Our Art and D&T curriculum at APPS is designed to provide children with a curriculum that is engaging, inclusive and aspirational. This will equip pupils with creativity and problem solving skills, whilst instilling our school value of 'resilience' to enable their love for life-long learning.

The intention is that every child will have the confidence to draw upon their acquired knowledge and to apply their growing skill set when grappling with new projects or challenges, during their time at APPS and beyond.

We have worked hard to design a coherent curriculum that is clearly sequenced so that children make meaningful links between subjects and to prior learning, building upon strong foundations of knowledge, enabling them to apply new and established skills to a vast range of subject areas, situations and experiences.

Our pupils' personal and emotional development is paramount and is at the forefront of our minds when planning every aspect of school life. Therefore, the Art and D&T curriculum has been designed with our APPS values as the golden thread to support our pupils to become independent, critical thinkers who can approach problems creatively, finding solutions and achieving success.

### **Implementation**

Our Art and D&T curriculum will be implemented through a variety of planned opportunities to explore and learn from a range of artists and designers who have come before them. As pupils progress through the school, they are able to think more critically, developing a richer understanding of varied art mediums, styles and techniques. Across the key stages, children build on the five main skills: drawing, painting, printing, collage and sculpture. Further creative opportunities are provided such as a cross-curricular project where children celebrate a diverse range of authors studied in the literary curriculum by creating mosaic murals to be displayed at the front of the school.

In D&T the curriculum is implemented through the key design process where children learn to Design, Make and Evaluate. By exposing children to a range of designers and products, children have a deeper understanding of the world around them. Pupils are encouraged to think both analytically and reflectively about their own and other people's designs and prototypes, enhancing their understanding of the importance of products having a purpose within the context of today's world.



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We are a research-informed school and therefore plan individual lessons with Rosenshine's Principles in mind. We know that by building schemata, providing frequent opportunities for retrieval practice and by introducing new learning in small chunks, we are giving our pupils the best chance at being successful as they are developing their long-term memory whilst freeing up their working memory to grapple with the acquisition of new knowledge and skills. To support our own professional learning and development, we ensure that our teaching strategies and approaches are evidence-based so that our pupils receive the highest quality teaching and learning in every lesson. We believe that every child will succeed and therefore ensure that we maintain high expectations for all pupils, scaffolding and challenging individuals where required.

#### **Impact**

At APPS, our Art and D&T curriculum ensures that all children have engaging, relevant and impactful experiences so that knowledge is embedded and skills can be flexibly applied to a vast range of new situations or tasks as they arise. Our curriculum provides our children with the experience and confidence that will put them in good stead for a vast range of future careers and opportunities. Their learning and flexibility of mind ensures that they are creative problem solvers who have the resilience to persevere in challenging situations, leading to success, achievement and excellence.