

Art and Design

The art and design programmes of study have been noticeably reduced in the new curriculum. However, the aims and purposes remain very much the same.

Note: Unlike other subjects in the new curriculum, the aims of A&D are not made explicit at KS1 (this may change with the final document) and so I've included the purposes and aims for the whole subject (Ks1,2&3) in both the tables below.

KS.1 Programmes of Study

Curriculum 2000	New Curriculum	Changes
<p>Aims During key stage 1 pupils develop:</p> <ul style="list-style-type: none"> • their creativity and imagination by exploring the visual, tactile and sensory qualities of materials and processes. • They learn about the role of art, craft and design in their environment. • They begin to understand colour, shape and space and pattern and texture and use them to represent their ideas and feelings. 	<p>Purpose of study</p> <ul style="list-style-type: none"> • should 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. • As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. • They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation. <p>Aims ensure that all pupils:</p> <ul style="list-style-type: none"> • produce creative work, exploring their ideas and recording their experiences • become proficient in drawing, painting, sculpture and other art, craft and design techniques • evaluate and analyse creative works using the language of art, craft and design • know about great artists, craft makers and designers, and understand the • historical and cultural development of their art forms. 	No change
<p>Exploring and developing ideas Pupils should be taught to:</p> <ul style="list-style-type: none"> • record from first-hand observation, experience and imagination, and explore ideas • ask and answer questions about the starting points for their work, and develop their 	<p>Pupils should be taught:</p> <ul style="list-style-type: none"> • to use drawing, painting and sculpture to develop and share their ideas, 	

ideas.		
<p>Investigating and making art, craft and design</p> <p>Pupils should be taught to:</p> <ul style="list-style-type: none"> investigate the possibilities of a range of materials and processes try out tools and techniques and apply these to materials and processes, including drawing represent observations, ideas and feelings, and design and make images and artefacts. 	<ul style="list-style-type: none"> to use a range of materials creatively to design and make products, experiences and imagination 	No Change
<p>Evaluating and developing work</p> <p>Pupils should be taught to:</p> <ul style="list-style-type: none"> review what they and others have done and say what they think and feel about it identify what they might change in their current work or develop in their future work. 	<ul style="list-style-type: none"> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 	No change
<p>Knowledge and understanding</p> <p>Pupils should be taught about:</p> <ul style="list-style-type: none"> visual and tactile elements, including colour, pattern and texture, line and tone, shape, form and space materials and processes used in making art, craft and design differences and similarities in the work of artists, craftspeople and designers in different times and cultures 	<ul style="list-style-type: none"> about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. 	No change
<p>Breadth of study</p> <p>During the key stage, pupils should be taught the Knowledge, skills and understanding through:</p> <ul style="list-style-type: none"> exploring a range of starting points for practical work working on their own, and collaborating with others, on projects in two and three dimensions and on different scales using a range of materials and processes investigating different kinds of art, craft and design 		

KS.2 Programmes of Study

Curriculum 2000	New Curriculum	Changes
<p>Aims</p> <p>During key stage 2 pupils:</p> <ul style="list-style-type: none"> develop their creativity and 	<p>Purpose of study</p> <ul style="list-style-type: none"> should engage, inspire and challenge pupils, equipping 	No change

<p>imagination through more complex activities.</p> <ul style="list-style-type: none"> • These help to build on their skills and improve their control of materials, tools and techniques. • They increase their critical awareness of the roles and purposes of art, craft and design in different times and cultures. • They become more confident in using visual and tactile elements and materials and processes to communicate what they see, feel and think. 	<p>them with the knowledge and skills to experiment, invent and create their own works of art, craft and design.</p> <ul style="list-style-type: none"> • As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. • They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation. <p>Aims ensure that all pupils:</p> <ul style="list-style-type: none"> • produce creative work, exploring their ideas and recording their experiences • become proficient in drawing, painting, sculpture and other art, craft and design techniques • evaluate and analyse creative works using the language of art, craft and design • know about great artists, craft makers and designers, and understand the • historical and cultural development of their art forms. 	
<p>Exploring and developing ideas Pupils should be taught to:</p> <ul style="list-style-type: none"> • record from experience and imagination, to select and record from first-hand observation and to explore ideas for different purposes • question and make thoughtful observations about starting points and select ideas to use in their work • collect visual and other information to help them develop their ideas, including using a sketchbook. 	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> • develop their techniques, including their control and their use of materials, with creativity, experimentation • and an increasing awareness of different kinds of art, craft and design. <p>Pupils should be taught:</p> <ul style="list-style-type: none"> • to create sketch books to record their observations and use them to review and revisit ideas 	
<p>Investigating and making art, craft and design Pupils should be taught to:</p> <ul style="list-style-type: none"> • investigate the possibilities of a range of materials and processes • try out tools and techniques and apply these to materials and processes, including drawing • represent observations, ideas and feelings, and design and 	<ul style="list-style-type: none"> • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials 	No Change

make images and artefacts.		
<p>Evaluating and developing work Pupils should be taught to:</p> <ul style="list-style-type: none"> • compare ideas, methods and approaches in their own and others' work and say what they think and feel about them • adapt their work according to their views and describe how they might 		These elements are not expressed explicitly in the new curriculum
<p>Knowledge and understanding Pupils should be taught about:</p> <ul style="list-style-type: none"> • visual and tactile elements, including colour, pattern and texture, line and tone, shape, form and space, and how these elements can be combined and organised for different purposes • materials and processes used in art, craft and design and how these can be matched to ideas and intentions • the roles and purposes of artists, craftspeople and designers working in different times and cultures 	<ul style="list-style-type: none"> • about great artists, architects and designers in history. 	The guidance and requirements in this section have been much reduced.
<p>Breadth of study During the key stage, pupils should be taught the Knowledge, skills and understanding through:</p> <ul style="list-style-type: none"> • exploring a range of starting points for practical work • working on their own, and collaborating with others, on projects in two and three dimensions and on different scales • using a range of materials and processes, including ICT • investigating art, craft and design in the locality and in a variety of genres, styles and traditions 		