

RADDLEBARN'S CURRICULUM NEWSLETTER

Art

In this issue:

- Aims
- Curriculum
- Art Topics
- Sketchbooks

Hello and welcome to the Art and DT curriculum newsletter. This newsletter will focus on how we make Art and DT at Raddlebarn fun and exciting whilst developing your children's core skills as they progress through the school.

Raddlebarn School promotes a creative environment and we have structured our curriculum to allow for deep immersion in Art and DT each year.

Miss Lewis (Art) and Mrs Murray (DT)

The aims of teaching art and design in our school are:

- 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.
- As pupils progress through school, they should begin 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.
- 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.

Our art and design curriculum is high quality, well thought out and is planned to demonstrate progression. We focus on progression of knowledge and skills and discreet vocabulary progression also form part of the units of work.



Art Topics throughout school

Y1: Art and Design: What do artists, craft makers and designers have in common?

Y2: Landscapes: How can we represent different landscapes using a range of materials?

Y3: Still Life: How can we express still life through different techniques?

Y4: Cultural Arts: How has culture influenced artists over time?

Y5: Portrait Artists: How has portraiture changed over time, considering the use of materials?

Y6: Fashion Over Time: What can we learn from designers to influence our own fashion designs?

Y6: The Arts: Where can your imagination take you?

2020-2021 Sketchbooks

Art Sketchbooks have been introduced in KS2 this year and will be also used by KS1 from the next school year.

These provide a record of progression and allow the children to keep this record with them each year.

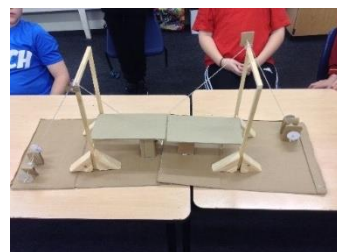
Sketchbooks are the children's place to record, experiment and evaluate their art. They are enjoying them and really take pride in their work.



Design and Technology

In this issue:

- Aims
- Curriculum
- 2020-2021
- Bake Off 2021



Design and Technology

Design and Technology is an inspiring and practical subject, requiring creativity, resourcefulness, and imagination. People often think it's just about making things but children at Raddlebarn are involved in the whole process.

This begins in the Early Year Foundation Stage where children have the opportunity to explore materials and build on large and small scale.

We aim to ensure that all pupils

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- design and make high-quality prototypes and products for a wide range of users.
- will learn how to cook and apply the principles of nutrition.
- will have the opportunity to critique, evaluate and test their ideas and products and the work of others.

Designing, Evaluating, Making

When children design something, they think about who the product is for and consider materials and their properties.

During the making process children at Raddlebarn build on their skills as they move through the school. Children are taught how to use equipment safely and they find out how things work, for example, structure and mechanisms.

Evaluating their finished product teaches them that not everything always goes to plan! The children consider changes they could make.

Design and technology this year at Raddlebarn has had strong links with Science and the Steam projects. For example, in Y1 the children have designed and made a rain catcher to measure rainfall and Y5 designed and made a moon buggy.

2020-2021

This year some of our D&T projects include
Reception designed and made machines that help people.
Y1 designed and made a wheeled vehicle
Y2 designed and made a pencil case
Y4 have used a computer programme to design a building
Y5 made moveable bridges
Y6 made a machine using electrical circuits
Y3 are currently doing a topic on Cooking and Nutrition
The recent Raddlebarn Bake Off event to also taught some elements of cooking and nutrition.

BAKE OFF 2021

We were so pleased that despite everything this year our Bake Off event was a real success!

Congratulations to our winner Sophie Walker from Year 5.

