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Art at Carcroft

Intent, Implementation and Impact



Intent



At Carcroft School, we believe that art education is essential for fostering creativity, self-expression, and critical thinking skills in our pupils. Our intent for art education is to provide a supportive and inclusive environment where every child can explore their creativity and develop their artistic abilities.

Through our art curriculum, we aim to inspire curiosity and imagination, allowing students to experiment with various artistic techniques, mediums, and styles. We encourage pupils to express themselves authentically, valuing their unique perspectives and ideas.

Throughout our art learning, we strive to develop an appreciation for a range of artists from different cultures while exploring different art forms. Our art curriculum is designed to promote collaboration and communication, fostering a sense of community among students as they work together on creative expeditions. Through group activities and peer feedback, students learn to respect and appreciate the perspectives of others, enhancing their social and emotional skills.

Ultimately, our goal is to empower students to become confident and creative individuals who are capable of expressing themselves through art in meaningful and impactful ways. By providing a rich and diverse art education, we aim to equip our students with the skills and knowledge they need to succeed both inside and outside the classroom.



Implementation



Pupils engage with art case studies within their expeditions and also ‘art slices’ every half term, as an additional opportunity to practice and apply skills. Our art offer uses the National Curriculum as a baseline to consequently build on. Children build up their skills in their sketchbook, which follows them through school. We believe this supports with their long term memory and demonstrates their progress as an artist whilst at Carcroft School. Skills taught throughout the two year cycle include drawing, painting, sculpture, collage, printing and pointillism. Our pupils learn about great artist and use different style and techniques that they have learned to generate multiple drafts of their own work, eventually building to a final piece.



Impact



By providing children with a well rounded art curriculum, the children will be able to be creative and build up their confidence which will have an outlet to express themselves. They will have been able to explore a range of mediums and techniques. Our curriculum allows children to build on their prior knowledge from previous expeditions and allows them an opportunity to start refining their skills.

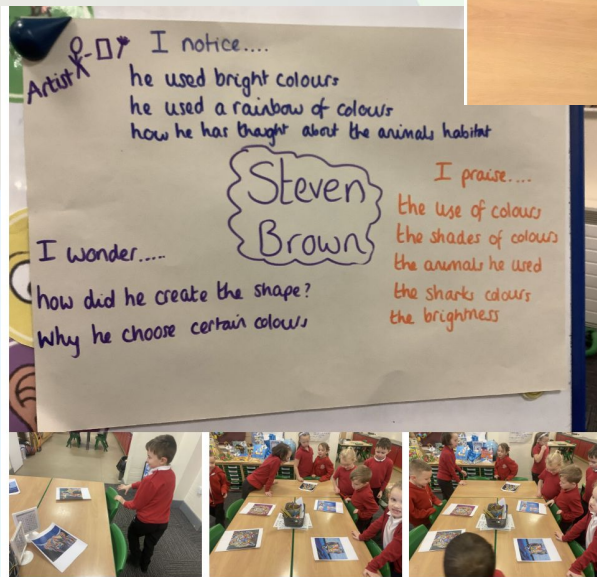


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Art

Exploring Artists

We have been practising the colourful technique of Steven Brown so we can apply it to our final piece of a hedgehog.
I have been really impressed with how artistic Crew Marsh is. 🎨



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Art

Exploring Artists

We have been exploring the artist, Peter Thorpe, he's an American artist who creates abstract art about space. We have started to generate our own ideas in the style of Peter Thorpe.



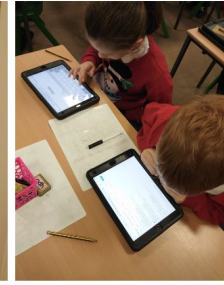
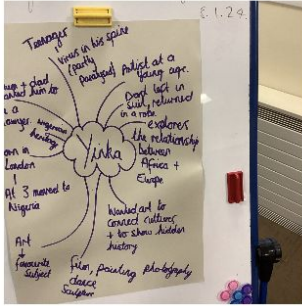
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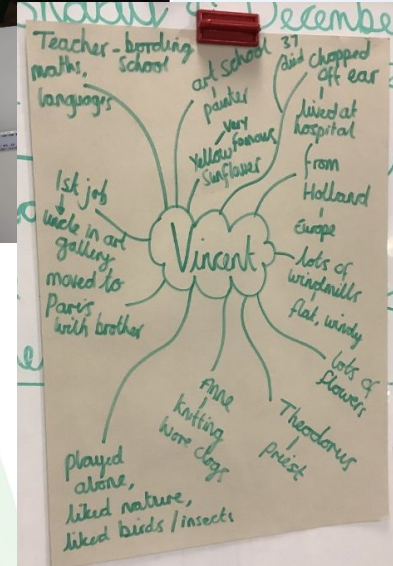
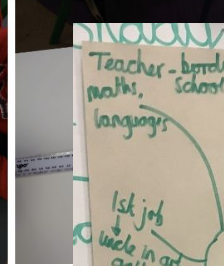
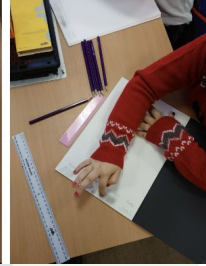
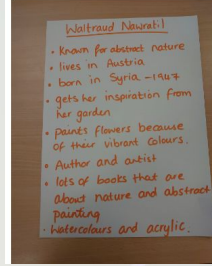
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Exploring Artists



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Art

Painting

Here are our finished book covers which will be part of our cultural diversity display in our library. We enjoyed using African patterns on our art work as well as thinking about the significant people in our lives who will be on the spine of our books.



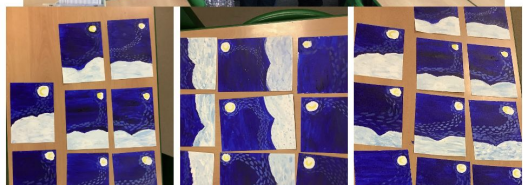
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Art

Painting



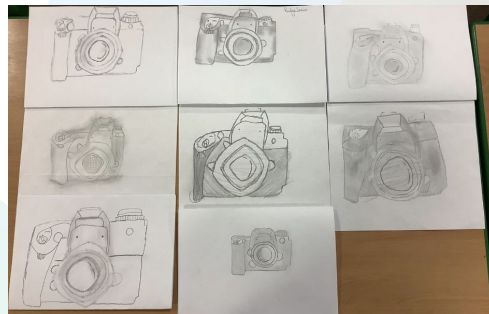
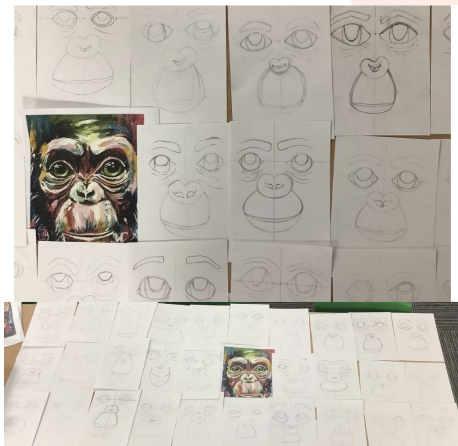
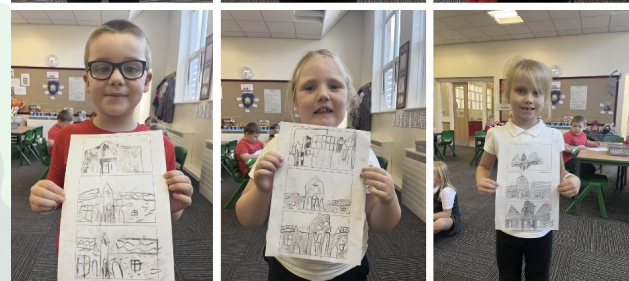
K.P.
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Art

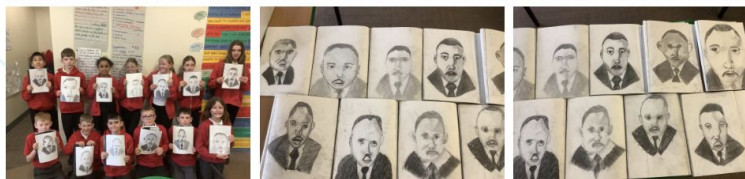
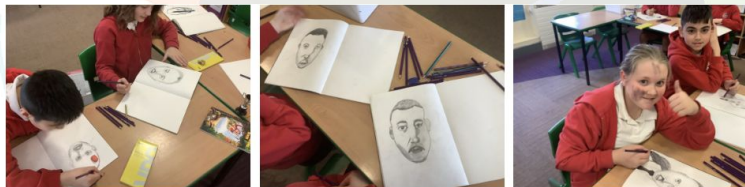
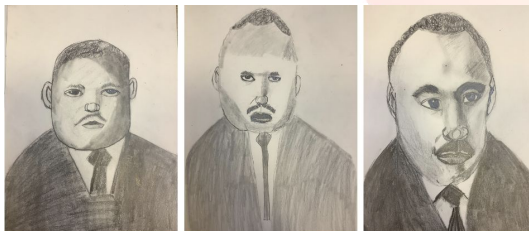
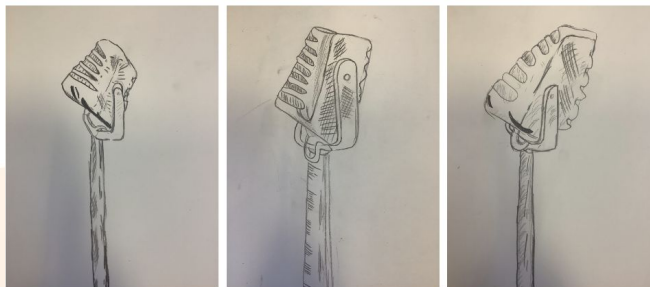
Sketching



Impact

Art

Sketching



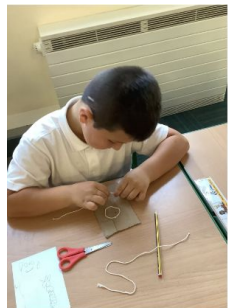
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Art

Printing



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DT at Carcroft

Intent, Implementation and Impact



Intent



At the heart of our primary Design and Technology curriculum lies the intention to foster creativity, problem-solving skills and a deep understanding of the design process in our students. Through engaging, hands-on experiences, we aim to empower learners to become innovative thinkers and confident creators in an ever-evolving world.

Our curriculum is designed to nurture each student's innate creativity by providing opportunities for exploration and experimentation. Through designing, making, and evaluating a range of products, students will develop the confidence to express their ideas and solve problems in unique ways. Our curriculum emphasises the development of critical thinking and problem-solving abilities. Pupils will learn to analyse needs and opportunities, generate ideas, and iterate designs based on feedback. They will develop resilience and perseverance as they tackle real-world challenges. Collaboration and crew is essential in the design process. Our curriculum encourages students to work collaboratively in crews, respecting diverse perspectives and harnessing collective strengths. Effective communication skills, including the ability to articulate ideas and give and receive constructive feedback, are integral to success in design and technology. Pupils develop practical skills through hands-on making activities. They learn how to measure, cut, join, shape, and assemble materials to bring their designs to life. These activities may involve using basic woodworking tools, sewing machines, glue guns, or other appropriate equipment under supervision.

Implementation



All teaching of DT follows the process of, design, make and evaluate cycle. The design process is rooted in real life, relevant contexts to give purpose to learning. Children are exposed to a range of tools during the 'making' element of their learning. When evaluating, children are given criteria to evaluate their own products. During our expeditionary learning, children have the opportunity to engage with, and are taught, a range of skills, such as measure, cut, join, shape, and assemble materials to bring their designs to life. They will be able to build on their previous learning while developing their skills for real life scenarios.

Pupils will engage in discussions about sustainability and environmental impact. We teach pupils about the importance of using resources responsibly, reducing waste, and designing products that are eco-friendly. They may explore topics such as recycling, upcycling, renewable energy, and the lifecycle of products within their expeditions.

In addition to expeditionary learning, there will be opportunities during the 2 year cycle to complete 'DT slices' which will ensure the students have a wide range of skills they can use in their learning but also a skillset they can use within their own life.



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By ensuring that children have access to a wide and varied DT curriculum, we are promoting children to be designers, problem solvers and chefs, which are skills they can transfer to other areas of the curriculum and be used in future endeavours.



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D&T

Look at some of our wonderful creations! We've been getting experimental, using the craft resources, as well as the stickle bricks to make wonderful, imaginative creations.



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D&T



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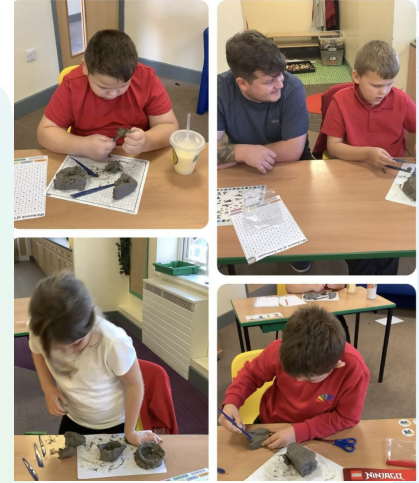
D&T

Sculpture

Today we explored some of the sculptures Yinka our artist had created. We thought about what we could see and what we thought the art was showing and representing. We offered our own critique giving praises, notices and wonders for each piece of art. We learnt that Yinka created the art in response to migration and the structures mimic the sails of the ships as they migrate across the sea. We then looked at a model that our teachers had created! We enjoyed giving praises, notices and wonders for this! We then got busy on our own sculptures!



Clay



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D&T

Food tech

