

NC14 Art and Design Coverage

Purpose of study	Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education 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.	
Aims	<input type="checkbox"/> produce creative work, exploring their ideas and recording their experiences <input type="checkbox"/> become proficient in drawing, painting, sculpture and other art, craft and design techniques <input type="checkbox"/> evaluate and analyse creative work using the language of art, craft and design <input type="checkbox"/> know about great artists, craft makers and designers, and understand the historical and cultural development of their arts.	
Subject Content	Key stage 1	Key stage 2
	<i>Pupils should be taught to:</i>	<i>Pupils should be taught to 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.</i> <i>Pupils should be taught:</i>
	<input type="checkbox"/> to use a range of materials creatively to design and make products <input type="checkbox"/> to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination <input type="checkbox"/> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space <input type="checkbox"/> 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.	<input type="checkbox"/> to create sketch books to record their observations and use them to review and revisit ideas <input type="checkbox"/> to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] <input type="checkbox"/> about great artists, architects and designers in history.