







In the knowledge that
we are loved, we are rooted
by our Christian values.

With the wind in our sails, 'we shall live life in all its fullness' John 10:10

Brill Church of England School Art and D.T Policy

<u>Policy Reviewed</u>	Sept '18	Sept '19	Sept '20	Sept '22	
<u>Policy Owner</u>	J.Dickson	J.Dickson	J.Dickson	J.Dickson	
<u>Signed Headteacher</u>					
<u>Review date</u>	Sept '19	Sept '20	Sept '21	Sept '23	

Brill C of E School- Art Policy

Definition:

Art is the creative study and appreciation of a variety of art forms. Children are encouraged to explore and develop their skills as artists and reflect upon the work they create and their peers' work. Inspiration can often be taken from discovering and researching different artists.

The national curriculum for art and design aims to ensure that all pupils:

- 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.

Our Aims:

Through the teaching of Art we aim to:

- To encourage creativity and appreciation of different art forms
- Inspire a child to experiment with a variety of techniques, resources and materials
- Critique their work and others' work
- To build upon a child's skill set each year
- Develop and inspire children by looking at and researching artists' work.

Curriculum:

Art is a foundation subject in the national curriculum. The knowledge, skills and understanding of which are set out in the national curriculum programs of study. It is led and manages across the school by the Art and Design curriculum team.

Brill C of E School- Design and Technology Policy

Definition:

Design and Technology is creative and technical process which allows our students to imagine, design and reflect upon their work. Through the milestones, each child develops their design skill set, reasoning and reflection skills. Children design outcomes that are fit for purpose and use a variety of technical skills and materials to reach their outcome.

The national curriculum for design and technology aims 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
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

Our Aims:

Through the teaching of Design Technology we aim to:

- To encourage imaginative designs that are fit for purpose
- To reflect and critique their work and others' work
- Give sound reasons why their design is or is not useful
- Discuss creative possibilities and the design process with their group
- To use and apply practical skills and use a variety of resources.

Curriculum:

Design Technology is a foundation subject in the national curriculum. The knowledge, skills and understanding of which are set out in the national curriculum programs of study. It is led and managed across the school by the Art and Design curriculum team.