

## **ART AND DESIGN**

### **Breadth of Study**

#### **Key stage 1**

- During the key stage, pupils should be taught the knowledge, skills and understanding through:
  - a) Exploring a range of starting points for practical work [for example, themselves, their experiences, stories, natural and made objects and the local environment].
  - b) Working on their own, and collaborating with others, on projects in two and three dimensions and on different scales.
  - c) Using a range of materials and processes [for example, painting, collage, print making, digital media, textiles, sculpture].
  - d) Investigating different kinds of art, craft and design [for example, in the locality, in original and reproduction form, during visits to museums, galleries and sites, on the internet].

#### **Key Stage 2**

- During the key stage, pupils should be taught the knowledge, skills and understanding through:
  - a) Exploring a range of starting points for practical work [for example, themselves, their experiences, images, stories, drama, music, natural and made objects and environments].
  - b) Working on their own, and collaborating with others, on projects in two and three dimensions and on different scales.
  - c) Using a range of materials and processes, including ICT [for example, painting, collage; print making, digital media, textiles, sculpture].
  - d) Investigating art, craft and design in the locality and in a variety of genres, styles and traditions [for example, in original and reproduction form, during visits to museums, galleries and sites, on the internet].

#### **Key stage 3**

- During the key stage, pupils should be taught the knowledge, skills and understanding through:
  - a) Exploring a range of starting points for practical work including themselves, their experiences and natural and made objects and environments.
  - b) Working on their own, and collaborating with others, on projects in two and three dimensions and on different scales.

c) Using a range of materials and processes, including ICT [for example, painting, collage; print making, digital media, textiles, sculpture].

d) Investigating art, craft and design in the locality, in a variety of genres, styles and traditions, and from a range of historical, social and cultural contexts [for example, in original and reproduction form, during visits to museums, galleries and sites, on the internet].