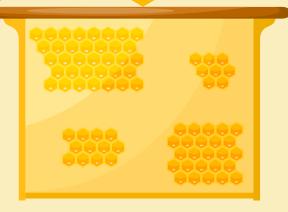
Art & Design and Design & Technology

Art & Design

All through the art and design curriculum we encourage the children to gain the knowledge and skills to experiment, invent and create their own works of art. Lessons will sometimes link with other areas of the curriculum so that the children can make connections or use a particular context to explore an area of focus. The skills programme enables children to have the opportunity to use and develop new and existing skills and techniques in different contexts to broaden their knowledge and understanding. All children have their own sketch book in which they can record their learning. During their time at school the children will be given opportunities to:

- Produce creative work, exploring their ideas and recording their experience
- · Become proficient in drawing, painting, sculpture and other art and design techniques
- · Evaluate and analyse creative works using the language of art, craft and design
- Find out about great artists, craft makers and designers, and understand the historical and cultural development of their art forms



Design & Technology

At Purbrook we encourage the children to gain the knowledge and skills to experiment, invent and create their own designs. Links are made with other curriculum areas to ensure that skills are applied and developed in a wide range of contexts. The skills programme supports the children's learning of these skills by making connections or using a particular context to explore an area of focus. Children are encouraged to be resourceful, innovative and enterprising, all skills which are highly valuable in an ever changing world. During their time at school the children will be given the opportunities to:

• 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

