Aims

Art and Design offers opportunities:

Stimulate children's creativity by providing a variety of experiences, ways of understanding and responding to the world.

Develop children's understanding of colour, form, texture, pattern and their ability to use materials to communicate ideas, feeling and meaning.

Explore with the children ideas and meanings in the work of artists, craftspeople and designers.

Help children learn about the different roles and functions of art craft and design in their own lives and in different times and cultures.

To learn how to make thoughtful judgments and aesthetic and practical decisions and become actively involved in shaping environments.

To learn about and reflect UAE art.

Subject Policy

At Dove Green we are creating a world class school that promotes a happy, caring, inclusive and environmentally friendly community; where children experience stimulating learning, fully reflecting the culture and customs of the UAE:

- Through the curriculum
- Through community
- Through communication and
- Through personalised support and
- Through self -analysis and evaluation





Through the curr n: By fostering the children's moral, esthetic and social development physical, intellectual, which helps to provide preparation for life and takes into s attitudes of themselves as learners. account childre

supplemented, developed and reinfor units developed by the teacher where

The Curriculum map indicates the minimum range of experiences to be even a balanced programme for art and design. The intention is that these units will be by further appropriate. The children are entitled to alanced

Dove Green

ATE SCHOOL

of 2D and 3D art and design pro



Roles and Responsibilities

Role of the art coordinator

- To liaise with the Principal, Senior Management Team and Governors on art issues.
- To write and review art evaluations, action plans, policies and schemes of work.
- To lead staff on the effective strategies of teaching art.
- To develop assessment processes and portfolios of art across the school.
- To monitor art across the school.

• To keep up to date with the latest developments of art and best practice of teaching art.

• Promote computing in the subject.

• Manage a budget and the auditing, ordering and maintaining all art resources used in school in consultation with other members of staff.

Inclusion

Developing a more inclusive curriculum.

Setting suitable leaning challenges

Responding to the diverse needs of pupils

Overcoming potential barriers to learning and assessment for individual and groups of pupils.

Opportunities for assessing pupils' progress are built into each unit. The learning objectives are pitched at an appropriate level for the year group identified and a wide range of achievement levels are anticipated at this stage, as is common in art and design.

The work pupils do will provide evidence of what they have been taught and their progress. An I-pad can be used to keep permanent records for each pupil or activity or to keep detailed portfolios of pupils work.



"Learning Together,Growing Together."

Planning and Time allocation

The plan for Art and Design has balance between two- and three-dimensional works. It provides activities, which require more sustained time.

The plans provide long and medium term plans that are clearly linked to the national curriculum programmes of study and level descriptors.

Resources

We think the design of this brochure is great as is! But, if you do not agree, you are able to make it yours by making a few minor design tweaks! Tips on updating specific features are available throughout this example text.



