

Curriculum Map

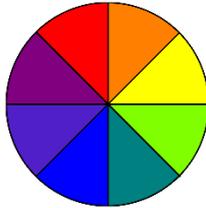
Subject: Art & Design



Intent

We value Art and Design as an integral part of our pupils' entitlement to a broad and balanced curriculum. Art and Design provides the children with the opportunities to develop and extend skills and an opportunity to express their individual interests, thoughts and ideas; we recognise how the subject embodies some of the highest forms of human creativity. We intend to provide a high-quality Art and Design education which engages, inspires and challenges our 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. We aim to give every pupil the opportunity to develop their ability, nurture their talents and interests, express their ideas and thoughts about the world, as well as learning about artists across cultures and through history.

The Art Curriculum takes the progressive form (year group be year group):

Chromatic (colour symbols)	Monochromatic (black and white symbols)	Sculpture using clay (CLAY)	Famous Artists
			<i>Mini Projects</i>

Implementation

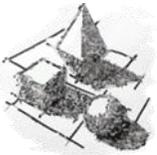
Children are taught the skills of the National Curriculum over three units per year. These units are carefully matched to the age related skills that children should be able to demonstrate and to support this, pupils have the opportunity to revisit skills across year groups.

Curriculum coverage

	Autumn	Spring	Summer 1	Summer 2
Year 1	<p>CLAY – Why do sculptors sculpt?</p>  <p>Practical Skills Clay Techniques Pupils will know what clay is and where it comes from. Pupils will shape clay into balls, slabs and coils. Pupils will imprint into clay with different objects.</p> <p>Colour Theory Pupils will identify and mix the three primary colours to make secondary ones. Elements of Art Tools Pupils will control a small paintbrush.</p>	<p>Does abstract art mean anything?</p>  <p>Practical Skills Colour Theory Identifying the 3 primary colours, and mixing to make secondary colours.</p> <p>Elements of Art Knowing the definition of line, shape, space and colour.</p> <p>Tools Learn the parts of a brush. Controlling a brush. How to rinse a brush between colours. Using acrylic paints.</p>	<p>What is drawing?</p>  <p>Practical Skills Drawing Skills Pupils will know how to use a pencil. Pupils will have explored pressure and grip. Elements of Art Pupils will know the definition of line and shape. Pupils will begin to understand the concept of value.</p>	<p>Famous Artist Project:</p> <p>Andy Warhol Pablo Picasso</p>
Design and Technology	<p>DT - Construction - Toy Makers' Workshop - How can we make a toy</p>		<p>DT - Food & Nutrition - Plant Power: Snack Like Jack - What tasty plant snacks help us grow</p>	<p>DT - Textiles - Seaside Adventures - What shapes and colours will bring my seaside</p>

	from recycled materials that is fun and safe to play with?		strong like Jack?	collage to life?
Year 2	<p>How can patterns be used in art?</p>  <p>Practical Skills Drawing Skills Pupils will revise the parts of a pencil. Pupils will control a pencil with increased precision. Pupils will learn to use a guide to keep our drawings more precise.</p> <p>Elements of Art Pupils will know the definition of line, shape, and space. Pupils will explore how to use lines and space to create patterns.</p> <p>Tools Pupils will use scissors accurately and safely.</p> <p>Pupils will use glue appropriately.</p>	<p>How can artists use colour?</p>  <p>Practical Skills Colour Theory Revise primary and secondary colours. Identifying warm and cool colours.</p> <p>Identify complementary colours. Begin to recognise the colour wheel. Creating colour palettes.</p> <p>Elements of Art Revise parts of a brush. Controlling a paint brush for increased precision. Using acrylic paints.</p> <p>Tools</p>	<p>CLAY - How do castles inspire artists?</p>  <p>Practical Skills Clay Techniques Pupils will wedge clay to prepare it. Pupils will join using 'score and slip'. Pupils will create a relief design.</p> <p>Colour Theory Pupils will identify how to create grey and brown, using the three primary colours and white and black paint.</p> <p>Elements of Art Pupils will identify shapes in forms to support drawing a 3D object.</p> <p>Tools</p>	<p>Famous Artist Project: Frida Kahlo Henri Rousseau</p>

		Use a sketch to create guide lines for painting.	Pupils will control a paintbrush for increased precision.	
Design and Technology	DT - Textiles - Buzzing Bookmarks - How can you make a bookmark that's both fun and useful?	DT - Food & Nutrition - Super Veggies to the Rescue - How can we make veggies fun and delicious?	DT - Construction - Rebuilding History - How can we build strong and stable houses like those from the time of the Great Fire of London?	
Year 3	<p>CLAY - How can where you live impact you as an artist?</p>  <p>Practical Skills Clay</p> <p>Techniques Pupils will create a pinch pot. Pupils will mould a 3D plant sculpture.</p> <p>Elements of Art Pupils will identify shapes in plants and understand the definition of shape.</p>	<p>What is illustration?</p>  <p>Practical Skills Colour Theory</p> <p>Revise primary colours and secondary colours. Blending colours. Revise complementary colours.</p> <p>Tools</p> <p>Revise parts of a brush. Controlling a paint brush for increased precision.</p>	<p>How do artists draw faces?</p>  <p>Practical Skills Drawing Skills</p> <p>Pupils will revise how grip can impact our control of a pencil. Pupils will revise the parts of a pencil. Pupils will explore how marks can be used to create an impression of texture. Pupils will explore how lines and shapes can create artistic impressions of facial features.</p>	<p>Famous Artist Project:</p> <p>David Hockney LS Lowry Leonardo Da Vinci</p>

	<p>Tools</p> <p>Pupils will control a paintbrush for increased precision.</p> <p>Other</p> <p>Pupils will experiment with a range of ideas whilst sketching.</p> <p>Pupils will cut identified shapes into collages.</p>	<p>Knowing how to use watercolour paints and understand how they're different to acrylic paint.</p> <p>Techniques</p> <p>Use a sketch to create guide lines for painting. Identifying shapes and lines whilst we recreate an image.</p>	<p>Pupils will learn to draw from observation.</p> <p>Pupils will learn how to use shapes to support drawing.</p> <p>Pupils will use value and texture whilst drawing.</p> <p>Elements of Art</p> <p>Pupils will know the definition of texture, line and shape.</p>	
Design and Technology	<p>DT - Textiles - Stone Age Mysteries - How can you make the perfect pouch for a Stone Age adventure?</p>	<p>DT - Construction - Magnetic Mysteries - How can we use magnets to make a model move mysteriously?</p>	<p>DT - Food & Nutrition - Roots and shoots - What summer dishes can we make with root vegetables?</p>	
Year 4	<p>How do artists draw perspective?</p>  <p>Practical Skills Drawing Skills</p> <p>Pupils will revise how to control a pencil to create lines and values.</p> <p>Pupils will learn how to draw a basic shape with the appearance of form.</p> <p>Pupils will know the definition of perspective and understand that artists can use lines and values to create perspective.</p>	<p>CLAY – What can pottery tell us about the past?</p>  <p>Practical Skills Clay Techniques</p> <p>Pupils will create a coiled pot using a pinch pot as a base.</p>	<p>Why do artists keep sketchbooks?</p>  <p>Practical Skills Tools</p> <p>Revise how to use watercolour paints.</p> <p>Techniques</p> <p>Use a sketch to create guide lines for painting.</p>	

	<p>Pupils will learn to use one-point perspective with a vanishing point and horizon line and understand how artists create atmospheric perspective. Pupils will learn how to shade using hatching, cross-hatching and stippling.</p> <p>Elements of Art Pupils will know the definitions of line, shape, form, and value and will use value and line to create form.</p>	<p>Pupils will experiment and design a unique lid design. Pupils will develop mastery of joining clay effectively to be visually pleasing.</p> <p>Tools</p> <p>Pupils will control a paintbrush for increased precision.</p>	<p>Incorporate photos into a watercolour painting to create a photocollage.</p> <p>Exploring line work through sketching. Use a sketchbook to develop skills.</p> <p>To consider the steps to compose a collage. Creating a collage using scissors.</p>	
Design and Technology	Construction- Christmas cards with sliders and pullies	DT - Textiles - Bag a story - How can we create a functional and creative book bag?	DT - Construction - Roman Innovations: Bright Ideas - How can we use electricity to make a working model?	DT- Chocolate that cares
Year 5	<p>How realistic do portraits need to be?</p>  <p>Practical Skills Colour Theory Revise primary and secondary colours.</p>	<p>CLAY – How can flowers inspire artists?</p>  <p>Practical Skills Clay Techniques</p>	<p>How can we find our own style of drawing?</p>  <p>Practical Skills Drawing Skills Pupils will use observational skills to notice details.</p>	<p>Famous Artist Project: Vincent Van Gogh Henry Moore</p>

	<p>Learn to mix skin tones.</p> <p>Tools</p> <p>Use watercolour paints with proficiency. Revise the differences between acrylic and watercolour paint.</p> <p>Techniques</p> <p>Use ripped paper collage to create a self-portrait. Use shapes to guide the composition of a portrait. Use measurements to control proportions in a face.</p> <p>Use sketches to create guide lines for painting a miniature.</p>	<p>Pupils will know what the four different types of clay are. Pupils will mould clay with a focus on delicacy and precision.</p> <p>Colour Theory Pupils will create tints, shades and tones with paint.</p> <p>Pupils will know what analogous colours are and experiment with different combinations.</p> <p>Elements of Art Pupils will explore the shape and form within flowers.</p>	<p>Pupils will use shapes to guide their observational drawings. Pupils will select different pencils for different effects. Pupils will use proportion when drawing. Pupils will draw in a geometric style.</p> <p>Elements of Art Pupils will use values and lines to create form.</p>	
Design and Technology	<p>DT - Textiles - Moonlit Magic - How can fabric and stitching create atmosphere?</p>	<p>DT - Construction - Fairytale Engineering - How can we use pulleys and levers to solve a problem? To continue practical elements in Summer term</p>	<p>DT - Food & Nutrition - Central America on a Plate - How can we cook a dish that celebrates its cultural flavours?</p>	
Year 6	<p>What mistakes can artists make when drawing faces?</p>	<p>How can art help to save the planet?</p>	<p>CLAY – How can food inspire artists?</p>	<p>Famous Artist Project:</p> <p>Pablo Picasso Sarah Graham Banksy</p>

	 <p>Practical Skills Drawing Skills Pupils will use close observation when drawing. Pupils will select different pencils for different effects. Pupils will use proportion when drawing. Pupils will use shapes to guide their observational drawings.</p> <p>Elements of Art Pupils will use values to create form.</p>	 <p>Practical Skills Techniques</p> <p>To use precision in collage. To use the elements of art in design.</p> <p>Use pencil rubbing to transfer a design sketch. To use the grid method to transfer an image. Use shapes to guide the composition of an animal.</p> <p>Tools</p> <p>Use watercolour paints with proficiency.</p>	 <p>Practical Skills Clay Techniques Pupils will demonstrate proficiency with clay. Pupils will design a sculpture, considering the emotional response created. Pupils will learn to consider the viability of designs. Pupils will know that you can sculpt clay around something, like foil, to build larger structures.</p> <p>Colour Theory</p> <p>Pupils will increase the range of colours used for effect.</p> <p>Tools</p> <p>Pupils will learn how brush choices influence outcomes.</p>	
Design and Technology	DT - Construction - Electrifying Creations -		DT - Food & Nutrition - Mix it up - How can we	

	How can we combine electricity and design to create a spooky, gothic-themed model?		mix recipes to invent an exciting new food?	
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