St Mary & St Margaret's CE Primary Curriculum Document: Art & Design

Purpose of Art and Design: To develop human creativity. The pupils are to be engaged, inspired and challenged. Give them knowledge and skills to experiment, invent and create.

Progress to: Thinking critically. Gain an understanding of art and design. Reflect on how it shapes our history and contributes to culture, creativity and wealth of the nation.

National Curriculum:

Aims of Art and Design:

- Produce creative work
- Explore their own ideas
- Record their experiences
- Become proficient at drawing, painting, sculpting
- Become proficient at general art, craft and design techniques
- Evaluate and analyse creative works using artistic language
- Know about great artists, craft makers and designers
- Understand historical and cultural developments of art forms

Key Stage One: Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

Key Stage Two: *Pupils should be taught*:

- to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.
- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

Progression Planning and some Art Projects adapted from Access Art (https://www.accessart.org.uk)

Elements and structure of an Art Lesson

Colour Theory	Observational Drawing	Research	Experimenting with Different Media	Final Product	Evaluation
 Hue – a colour or shade. Primary Colour – Red, blue and yellow. All colours can be created by mixing primary colours. Secondary Colour – A colour resulting from the mixing of two primary colours. 	 Mark making describes the different lines, dots, marks, patterns and textures created in a drawing Experiment by exploring different materials and by creating marks in different media. A variety of found objects 	 Artist studies recorded in sketchbooks Facts and information about the artist Key works Key techniques Self-created 'knowledge organisers' 	 Process not product Range of paints pencils and other sources Apply core technical skills e.g. Half pictures, grid lines to help with proportion 	 Photograph and record everything to be placed into the sketch book Share on Class Dojo or Twitter Display in public spaces with contextual information 	 Formal questions and questionnaires Explain techniques Compare to original artwork/artist
 Tertiary Colour – The resulting colour formed when an equal amount of a primary and a secondary colour are mixed. Complementary Colours – Colours that sit opposite each other on the colour wheel. For example, purple and yellow. Complementary colours will contrast greatly. 	 can be used Pressing hard or softly Anything can be drawn from observation, including objects and still life arrangements, figure and portrait studies, landscapes and other realistic views. Looking continually from what you are drawing to the piece of paper and back again you will be able to draw far more accurate Composition is how a drawing is arranged. Consider where to position shapes and lines on the page. Think about the focal point and use contrast, positioning and size to draw attention to it. 	key informationColour Theory and Obser	ers to help children to recall vational Drawing knowledge children to refer to during		

		Year 1		
Materials: pattern	Drawing – line, shape	Painting – colour, space	Sculpting – texture and form	Artists – Making links to their own work
Objective: Use a range of mate creatively to design and make products. Use a wide range of patterns.	medium to develop and share ideas. Incorporate known experiences. Focus on using lines and known geometric shapes to create.	Objective: Use painting as a medium to develop and share ideas. Involve experiences and imagination. Focus on using colour and space for effect.		Objective: Covered either continuously or as revision. Link their products to well-known artists. Attempt to make links to the local artistic community.
 Explore simple printmaking For example, using plasticin found materials or quick program Search out found objects to used as tools to press into plasticine to create texture and to understand notions positive and negative. Use rollers or the backs of spoc create pressure to make a print. 	drawing materials including pencil, graphite, pen, chalk, soft pastel, wax and charcoal. Explore mark making to start to build mark-making vocabulary Undertake projects which explore observational drawing (drawing what you see), to record what is seen, and also experimental drawing, to share what is felt. Become familiar with two or more drawing exercises repeated over time to build skill.	 Recognise primary colours and use an experiential approach to simple colour mixing to discover secondary colours Benefit from experiences learnt through drawing and apply these skills to painting and collage: Enjoy discovering the interplay between materials for example wax and watercolour 	ways for 2D to transform into 3D sculpture. This might be through creating drawings or prints on paper which are then folded, through collage which becomes relief, through 2d shapes which are cut out and constructed with Explore modelling materials such as Modroc, clay and plasticine in an open-ended manner, to discover what they might do Use basic tools to help deconstruct (scissors) and then construct (glue sticks)	 Recognise and describe some simple characteristics of different kinds of art, craft and design an artist uses Discover that art is subjective (we all have our own legitimate understanding) Begin to feel confident to express a preference about an artist Understand ideas can come through hands-on exploration Begin to build knowledge of what different materials and techniques can offer
Art Project: Making Sculptur	al Art Project: Drav	wing Spiral Snails	Art Project: Making Sculptural	LS Lowry –British male landscape
Birds		c/spiral-snails-drawing-spirals/	Birds	artist
https://www.accessart.org.uk/ ing-birds-new-for-summer-20			https://www.accessart.org.uk/mak ing-birds-new-for-summer-2012/	Art project- Where I live Drawing the locality you live in
Cross curricular links:	Geography: Loca	l Area	Science: Anima	als /Habitats

Year 2					
Sketchbooks	Materials: pattern	Drawing – line, shape	Painting – colour, space	Sculpting – texture and form	Artists – Making links to their own work
Use sketchbook as an initial way of recording responses to various stimuli. The children are encouraged to think of it as the place to practice, develop and focus their work. The sketchbook will act as a reference source of what each child has drawn and will be a resource for future work.	Objective: Use a range of materials creatively to design and make products. Create and use a wide range of patterns and colours. Identify man-made and natural patterns. Choose for effect and purpose.	Objective: Refine skills in drawing and develop and share ideas. Incorporate known experiences. Focus on using lines (movement, contours, and feelings) and known shapes (geometric) to create.	Objective: Refine skills in painting and develop and share ideas. They choose to use own experiences or imagination. Focus on using colour and space for effect.	Objective: Refine skills in sculpture and develop and share ideas. They must combine their experiences and their imagination. Develop and use a texture for effect. Create visual texture using different marks.	Objective: Covered either continuously or as revision. Link their products to well-known artists. Attempt to make links to the local artistic community. Examine a piece of work from a well-known artist and use it to create a success criterion. Then critically evaluate their work.
Explore how to create space and places within the sketchbook to help develop sketchbook approach to include collecting, making drawings on different surfaces, and on different shapes of paper. taking ownership of sketchbooks Continue to familiarize with sketchbook / drawing exercises. Let children describe how to undertake the ones they know as means of recap/reminder and introduce new ones. drawing exercises	Explore simple mono printing techniques using carbon paper, using observational drawing skills and mark making skills explored through drawing and colour mixing skills	Develop mark-making skills through experimentation with various drawing media: pencil, graphite, chalk, soft pastel, wax and charcoal. Explore a variety of drawing starting points (stimuli), including close looking via observation from primary & secondary source material, drawing from memory and imagination. These might include figurative, still life and landscape subject matter for drawings Use drawings as basis for collage minibeast project	Continue to mix colours Revisit colour mixing and understand relationships of primary and secondary colours and apply colour mixing colour and paint! Explore painting on different surfaces, such as fabric and different scales dressing up as fossils Use new colour mixing knowledge and transfer it to other media, e.g. soft pastel colour mixing in drawing project	 Explore how 2D can become 3D though "design through making". Cut simple shapes from card and use them to construct architectural forms. Use drawn, collaged and printed elements as surface decoration for the architectural maquettes. Use digital media (film and still photos) to create records of models made, including walkthrough videos of the inside of the architectural spaces 	Recognise and describe some simple characteristics of different kinds of art, craft and design an artist uses Discover that art is subjective (we all have our own legitimate understanding) Begin to feel confident to express a preference about an artist Understand ideas can come through hands-on exploration Begin to build knowledge of what different materials and techniques can offer
All Art Projects	Art Project: Piet Mondrian man made colours and pattern create Mondrian artwork in other media Composition with Red, Yellow and Blue, 1942	https://www.accessart.org	eel/mini beast artwork g.uk/the-minibeast-project/	Art Project: Houses from around the world https://www.accessart.org.uk/ houses-from-around-the-world-international-day-at-monkfield-primary-school/	Piet Mondrian – Dutch, male abstract painter
Cross curricular links:	G	eography: Zambia		Science: Animals /Hal	bitats

	Ye	ar 3	
Drawing – pencil, charcoal	Painting colour, space	Materials/Sculpture – observations, technique and control – experimenting, form	Artists – Artists, architects and designers in history
Objective: Children are to develop their drawing skills charcoal, pencils and sketching. They can incorporate previously learned techniques i.e. line, shape (geometric and irregular), colour and space. • Practice observational drawing from the figure, exploring careful looking, intention, seeing big shapes, drawing with gesture, and quick sketching • Using observational drawing as a starting point, fed by imagination, design typography • Continue to familiarize with sketchbook / drawing exercises. Let children describe how to undertake the ones they know as means of recap/reminder and introduce new ones, which are practiced regularly.	 Make larger scale drawing from observation and imagination, Apply and build upon colour mixing and mark-making skills previously learnt, thinking about how certain colour ranges/combinations affect the outcome 	Objective: Plan, create and evaluate a sculpture using Explore a simple clay technique such as making slab pieces, and decorate them relief patterns based upon observational drawing skills,	Objective: Inspired by sculptures by Henry Moore, Barbara Hepworth and Jacob Epstein and looking at 'inside' and 'outside' shapes, students created their own constructions • Develop questions to ask when looking at artworks and /or stimulus: • Describe the artwork. • What do you like/dislike? Why? • Which other senses might you bring to this artwork? • How does it make you feel? • What is the artist saying to us in this artwork? • How might it inspire you to make your own artwork? • Who or what else might you look at to help feed your creativity? • Contact and share artwork with artist
Art Project: Stone Age Art https://www.accessart.org.uk/visual-arts-	Art Project: Rainforest mural https://www.accessart.org.uk/animal-	Art Project: Rainforest fruit clay tiles https://www.accessart.org.uk/fruit-inspired-	Anne-Louise Quinton- contemporary female British artist
planning-stone-age/	habitats-an-ecological-mural-of-planet- earth/	clay-tiles/	Art Project: Making a Pocket Gallery https://www.accessart.org.uk/making-a- pocket-gallery/
Cross curricular links:	tory: Prehistory: Stone Age to Iron Age	Geography: Rio and South-East Brazil	Geography: Rainforests

		Year 4			
Sculpture/Materials: Texture, pattern, experimenting	Drawing – pencil, charcoal	Painting 1: watercolours -observations, techniques and control	Painting 2 – v	watercolour, experiment	Artists – Artists, architects and designers in history
Objective: Create visual texture using different marks and tools. Create patterns/ motifs with repeated mark making. Evaluate beginning to use artistic language.	Objective: Children are to develop their drawing skills charcoal, pencils and sketching. Choose the appropriate techniques i.e. line, shape, colour and space. Introduce the concept of negative space. Evaluate beginning to use artistic language.	Objective: Conduct an in-depth analysis of a watercolour painting. Comment on the form, line, technique and other observations. Form and discuss opinions. Begin to create a sketch book of what you have discovered. Evaluate beginning to use artistic language.	a painting usi Incorporate v Painting 1 int Students refe use it for plan beginning to	lan, create and evaluate ing watercolours. what you have found in to creating something. In to the sketch book and aning. Evaluate use artistic language.	Objective: Continuously refer back to artists, architects and designers in history for inspiration or comparison.
Combine artforms such as collage, painting and printmaking in mixed media projects	 Apply skills to a variety of media, exploring outcomes in an openended manner. Use growing technical skill and knowledge of different drawing materials, combined with increasing confidence in making a creative response to a wide range of stimuli, to explore more experimental drawing, following child's own interests/affinities. Layering of media, mixing of drawing media, e.g. Wax resist with coloured inks 	 Use watercolour, and create emotive watercolour paintings. children learn out watercolour techniques. Demonstrate more confident mark-making and brush control; they may want to use a wider variety of colours and/or tools to create their paintings. Experiment with their creations e.g. use fingers or a feather instead of a paintbrush, or use an alternative material. Emphasis on process rather than the outcome. 	sketchbo future sk consolid: introduc creating sketchbo thinking, own crea	one-off project book which can inform setchbook practice, ating old skills and ing new skills (including: spaces and places in book to help creative exploring and revealing ative journey from a tarting point).	Know about and describe some of the key ideas, techniques and working practices of a variety of artists, craftspeople, architects and designers from all cultures and times, for different purposes. Be able to know and describe the work of some artists, craftspeople, architects and designers, including artists who are contemporary, female, and from various ethnicities
Alaa Awad Art Project: Egyptian Wall painting https://www.accessart.org.uk/sculpture-project-inspired-egyptian- wallpainting/		Art Project: Explore water colours https://www.accessart.org.uk/explor ing-through-watercolour-part-one/	https://www ing-through- https://www ing-through- (Adapt subjection of the control of the contro	•	Alaa Awad – contemporary male Egyptian artist Georgia O'Keefe – North American female painter
Cross Curricular links: History	y: The Achievements of the Earliest Civili	sations including depth study of Ancient	Egypt	Geogra	aphy: North America

	Yea	ar 5	
Architecture & Making	Drawing: charcoal - line, texture	Design & Making – Project	Artists – Artists, architects and designers in history
Objective: Explore architecture of another time and / or culture, and make individual work in response to what is seen.	Objective: Experiment with shading and perspective to create form and texture. Know that a short, hard line gives a different feeling to a more flowing one.	Objective: Plan and create a sculpture. Evaluate using artistic language.	Objective: Continuously refer back to artists, architects and designers in history for inspiration or comparison.
 Enable evolution of ideas through a combination of design through making and drawn inspiration. Develop visual literacy skills: explore how we look at and respond to things people have made, and then include this awareness when making sculpture 	 Continue with the key drawing exercises Drawing exercises Explore the relationship of line, form and colour. Follow a series of guided activities which each offer pupils an opportunity to make their own individual creative response. e.g. Inspired by Miro and Building a communal drawing Explore sculptural ideas of balance (physical and aesthetic) and creative risk taking and play, e.g. Making sculpture and drawing 	 Explore relationship between sculpture and design through a sketchbook project which takes film/literature/drama as its starting point and facilitates an openended sculptural exploration, with children working at their own pace and following their own journey e.g. Developing sketchbook work Enable sketchbook work above to evolve and inform into a sculpture project. Combine and construct with a variety of materials, including modelling and paint Explore scaling up drawings, bringing in all mark-making skills previously learnt, and using technique to provide opportunity to transform original Paint on new surfaces (e.g. stone, fabric walls, floors and work collaboratively to produce images in new contexts 	 Describe the artwork. What do you like/dislike? Why? Which other senses might you bring to this artwork? How does it make you feel? What is the artist saying to us in this artwork? How might it inspire you to make your own artwork? Who or what else might you look at to help feed your creativity?
Art Project: Anglo Saxon houses	Art Project: Anglo Saxon houses	Art Project: What do Greeks eat?	Frida Kahlo - Mexican female artist
https://www.accessart.org.uk/show-me-	Art Project: What do Greeks eat?	https://www.accessart.org.uk/making-a-	Art Project: Self portraits
what-you-see-drawing-inspired-by-anglo-		<u>festival-feast-festival-of-making/</u> (adapted)	
saxon-architecture/			
Cross Curricular links: History: Viking & Ang	glo-Saxon struggle for the Kingdom of England (t	to time of Edward the Confessor)	History: Ancient Greece

	Year 6					
Painting - acrylic	Drawing – charcoal, pencil	Sculpture- experimenting, form,		Artists – Artists, architects and designers in history		
Objective: Review and revisit their work. Critically evaluate and edit (paint over their work). Work in pairs to recreate a well-known piece or an element of the piece. Try to use the colour wheel to use "harmonious colours" and "contrasting colours".	Objective: Use a variety of techniques to create form and texture i.e. shading and perspective.	plan, creat Incorporat wide varies imaginatio	As independently as possible te and evaluate a sculpture. The form, pattern, and texture. Use a try of tools and refine skills. Use and experience to influence uate and edit using artistic	Objective: Continuously refer back to artists, architects and designers in history for inspiration or comparison.		
 Explore set design using mixed media and linking literature, drama, music and design, e.g. Set design with primary children Explore transformation of materials following own journey to produce an object which conveys personality of maker/designer 	 Continue with the key drawing exercises Revisit still life. Develop drawing skills using observational drawing Explore sequential drawing, possibly linking into develop into set design 	Explore set design using mixed media and linking literature, drama, music and design		Know about and describe some of the key ideas, techniques and working practices of a variety of artists, craftspeople, architects and designers from all cultures and times, for different purposes. Be able to know and describe the work of some artists, craftspeople, architects and designers, including artists who are contemporary, female, and from various ethnicities		
Art Project: Exploring Set Design https://www.accessart.org.uk/introducing- set-designing-exercises-to-respond-to-text- model-making-2/	Art Project: Graphic Inky Still Life /Drawing exercises https://www.accessart.org.uk/graphic-inky-still-life/	https://v	Project: Exploring Set Design Art Project: Henry Moore www.accessart.org.uk/pathway- enry-moore-world-war-2/ eted to link to 'Spitfire Island')	Sir Henry Moore- male British sculptor		
Cross Curricular links: History: Castle B	romwich at War Evacuation & Planes (Local Histo	ry Study)	Flexible topic lin	ked to end of year production		

	Whole School Art Curriculum Overview 2020-2021						
	Autumn	Spring	Summer				
Y1	Art Project: Making Sculptural Birds	Art Project: Drawing Spiral Snails	Art project- Where I live: LS Lowry				
Y2	Art Project: Colour wheel/mini beast artwork	Art Project: Piet Mondrian	Art Project: Houses from around the world				
Y3	Art Project: Stone Age Art	Art Project: Rainforest mural Art Project: Rainforest fruit clay tiles	Art Project: Making a Pocket Gallery: Anne-Louise Quinton				
/4	Art Project: Egyptian Wall painting: Alaa Awad	Art Project: Explore water colours	Art Project: Georgia O'Keefe's flowers: Georgia O'Keefe				
Y 5	Art Project: Anglo Saxon houses	Art Project: What do Greeks eat?	Art Project: Self-portraits: Frida Kahlo				
Y 6	Art Project: Henry Moore /Spitfire Island	Art Project: Graphic Inky Still Life /Drawing exercises	Art Project: Exploring Set Design				