Art and Design Curriculum Map

Pre School

Explore different materials freely in order to develop their ideas about how to use them and what to make.

Develop their own ideas and then decide which materials to use to express them.

Join different materials and explore different textures.

Create closed shapes with continuous lines and begin to use these shapes to represent objects.

Draw with increasing complexity and detail (representing a face)

Use drawing to represent ideas like movement or loud noises.

Show different emotions in their drawings or paintings.

Explore colour and colour mixing

Physical development:

Use one handed tools (making snips in paper with scissors)

Use a comfortable grip with good control when using pens and pencils

Vocabulary:

illustrator, artist, sculptor pencil, paintbrush, scissors sketch, draw, print, collage colour mixing pattern, texture, mark making

Skills (children should have opportunities to frequently)

Hold a pencil/paintbrush correctly

Cut with scissors

Reception

Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Creating collaboratively sharing ideas, resources and skills.

Return to and build on previously learning, refining ideas and developing their ability to represent them.

Physical development: Develop their small motor skills so that they can use a range of tools competently, safely and confidently suggested tools (pencils, paint brushes and scissors)

Vocabulary:

illustrator, artist, sculptor pencil, paintbrush, scissors

sketch, draw, print, collage colour mixing pattern, texture, mark making

Skills (children should be competent at these when leaving FS2)

Holding a pencil/paintbrush cutting with scissors

Year 1

Sequence

Introduce "sketchbook" as being a place to record individual responses to the world. NC - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space (Autumn)

Enjoy looking at artwork made by artists, craftspeople, architects and designers, and finding elements which inspire. (Autumn)

Illustrator – Anthony Browne NC - 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.

Begin to explore a variety of drawing materials including pencil, graphite, pen, chalk, soft pastel, wax and charcoal. NC - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Autumn Term resources: Draw like a caveman and charcoal drawing

Recognise primary colours and use an experiential approach to simple colour mixing to discover secondary colours. (Autumn)

Artist- Mondrian

NC - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Enjoy discovering the **interplay** between materials for example wax and watercolour

NC - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Autumn Term resources: Wax resist leaf drawing

Knowledge and Understanding

Each child should be given the opportunity to:

- Discover that art is subjective (we all have our own legitimate understanding)
- Begin to feel confident to express a preference in....
- Understand ideas can come through hands-on exploration
- Begin to build knowledge of what different materials and techniques can offer the creative individual
- Work at different scales, alone and in groups

Each child should know:

- How to recognise and describe some simple characteristics of different kinds of art, craft and design
- The names of tools, techniques and formal elements (in pink)

Religion in Art focus (Autumn 2) Adoration of the Magi by Fra Angelico and Fra Filippo Lippi

Explore pattern, line, shape and texture.

NC - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Explore, discover and invent ways for 2d to

transform into 3d sculpture.

NC - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Autumn Term resources: squiggle drawings.

Spring resources: Spirals and spiral snails

Undertake projects which explore observational drawing (drawing what you see), to record what is seen, and also experimental drawing, to share what is felt.

Artist – Van Gogh NC - 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.

Spring term resources: Drawing feathers

Explore modelling materials such as Modroc, clay and plasticine in an open-ended manner, to discover what they might do.

NC - to use a range of materials creatively to design and make products

Spring term resources: Making birds

Explore simple printmaking. For example using plasticine, found materials or quick print foam. NC - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Summer Term resources: Plasticine printing

Year 2

Sequence

Continue to develop a "sketchbook habit", using a sketchbook as a place to record individual response to the world. (ongoing)

Continue to mix colours experientially NC - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Knowledge and Understanding

Each child should:

- Know how to recognise and describe some simple characteristics of different kinds of art, craft and design
- Know the names of tools, techniques and formal elements (in pink)

Autumn Term: Minibeasts

Revisit colour mixing and understand relationships of primary and secondary colours and apply colour mixing skills NC - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Autumn Term: Colour Wheel

Religion in Art Focus – Nativity Scene by Lorenzo Lotto (Autumn 2)

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 NC - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Spring term: Making money

Spring Term: Drawing cartoon characters

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.

Roy Lichtenstein - Pop Objectivity

Monet NC - 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

Spring Term: Animal Masks

Use drawings as basis for collage NC - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Summer term: Houses from around the world

Explore painting on different surfaces, such as fabric and different scales

Summer resources: Dressing up as fossils

Explore simple mono printing techniques using carbon paper, using observational drawing skills and mark making skills

(link to Geography topic – Kenya) NC - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Summer resources: Mono printing

- Know that different forms of creative works are made by artists, craftspeople, and designers from all cultures and times, for different purposes
- Be able to talk about the materials, techniques and processes they have used, using an appropriate vocabulary

- Discover that art is subjective (we all have our own legitimate understanding)
- Begin to feel confident to express a preference in....
- Experience the connection between brain, hand and eye
- Understand ideas can come through hands-on exploration
- Begin to build knowledge of what different materials and techniques can the creative individual
- Work at different scales, alone and in groups

Cut simple shapes from card and use them to construct architectural forms.

Artist - Louise Bourgeois (spider) NC - to use a range of materials creatively to design and make products
Summer term: Be an architect

Use digital media (film and still photos) to create records of models made (computing curriculum)

Year 3

Sequence

Continue to develop a "sketchbook habit", using a sketchbook as a place to record individual response to the world. (ongoing)

Practice observational drawing from the figure, exploring careful looking, intention, seeing big shapes, drawing with gesture, and quick sketching

Artist focus – Quentin Blake (illustrator)

Autumn Term resources: Quentin Blake and BFG

Building on mark-making and observational skills, make drawings of animals, people and vehicles Use scissors to dissect them and reconstruct them into drawings that move Autumn Term resources: Making drawings move and Moving beasts

Make larger scale drawing from observation and imagination

Spring resources: A cheerful orchestra

Apply and build upon colour mixing and markmaking skills previously learnt, thinking about how certain colour ranges/combinations affect the outcome

Spring resources: Typography

Explore painting on new surfaces using colour as decoration (Summer term, painting on canvas or fabric)

Knowledge and Understanding

Each child should:

- Know the names of tools, techniques and formal elements (in pink)
- Know that different forms of creative works are made by artists, craftspeople, 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
- Be able to talk about the materials, techniques and processes they have used, using an appropriate vocabulary
- Be able to demonstrate how to safely use some of the tools and techniques they have chosen to work with

- Discover that art is subjective (we all have our own legitimate understanding)
- Experience the connection between brain, hand and eye
- Understand ideas can come through hands-on exploration
- Develop their knowledge of what different materials and techniques can offer the creative individual
- Work at different scales, alone and in groups

Make an armature from paper and tape and use as the basis to explore modelling with Modroc to make sculpture

Artist – Alberto Giacometti (sculptor)

Summer term resources: 3d visual maps, making and drawing flowers and fruit inspired clay tiles Explore a simple clay technique such as making slab pieces, and decorate them relief patterns based upon observational drawing skills

Use digital media to make animations (computing curriculum)

Religion In Art - 1403 panel by Conrad von Soest Saint Joseph cooks a meal as Mary cares for Jesus

Armature, in sculpture, a skeleton or framework used by an **artist** to support a figure being modelled in soft plastic material.

- Feel safe enough to take creative risks and follow their intuition (fed with skills knowledge)
- Share their journey and outcomes with others. Feel celebrated and feel able to celebrate others

Year 4

Sequence

Continue to develop a "sketchbook habit", using a sketchbook as a place to record individual response to the world. (ongoing)

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.

Artist focus – Yayoi Kusama(painter/installation/digital art) (Autumn Term - Pumpkin/mushroom focus) Summer term: Thoughtful mark making

Autumn Term: Illustrating the Jabberwocky

Knowledge and Understanding

Each child should:

- Know the names of tools, techniques and formal elements (in pink)
- 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
- Be able to talk about the materials, techniques and processes they have used, using an appropriate vocabulary

Develop design through making skills and collaborative working skills through fashion design. Explore paper and card manipulation skills to build 3d forms. (Mayan Masks summer term)

Autumn Term : Pocket gallery

Work with a modelling material (clay or plasticine) to create quick 3d figurative sketches from life or imagination. Combine with developing visual literacy skills so that the 3d sketches explore how we read and communicate emotion and idea.

Autumn Term: Clay figures
Summer Term: Making nests

Layering of media, mixing of drawing media
Artist Focus – Henri Matisse

Spring resource: Dragon and birds eggs

Construct with a variety of materials (wool, string, twigs, found objects, paper etc.) exploring how to bring different media together, both technically and visually Spring term: Drawing with scissors

Combine artforms such as collage, painting and printmaking in mixed media projects

Curriculum link – The Amazon

Artist Focus – Henri Rousseau (Painter)

Spring resources: Wax resist with ink

Creating spaces and places in sketchbook to help creative thinking, exploring and revealing own creative journey from a shared starting point

Summer Term resources: Drawing nests

Extend into an exploration of fabric, deconstructing old clothes and reconstructing elements into new items

Summer term: Birds in the trees

Religion in Art - Saint Peter Benvenuto di Giovanni Be able to demonstrate how to safely use some of the tools and techniques they have chosen to work with

Each child should be given the opportunity to:

- Discover that art is subjective (we all have our own legitimate understanding)
- Experience the connection between brain, hand and eye
- Understand ideas can come through hands-on exploration
- Develop their knowledge of what different materials and techniques can offer the creative individual
- Work at different scales, alone and in groups
- Feel safe enough to take creative risks and follow their intuition (fed with skills knowledge)
- Share their journey and outcomes with others. Feel celebrated and feel able to celebrate others

Year 5

Sequence

Continue to develop a "sketchbook habit", using a sketchbook as a place to record individual response to the world. (ongoing)

Practice and develop sketchbook use, incorporating the following activities: drawing to discover, drawing to show you have seen, drawing to experiment, exploring colour, exploring paint, testing ideas, collecting, sticking, writing notes, looking back, thinking forwards and around, reflecting, making links...

Autumn Term (1st): Line drawing

Explore architecture of another time and / or culture, and make individual work in response to what is seen. Curriculum link – Anglo Saxons Autumn Term: Anglo Saxon Houses

Explore relationship between sculpture and design through a sketchbook project which takes film/literature/drama as its starting point and facilitates an open-ended sculptural exploration

Autumn Term: Anglo Saxon architecture drawings

Summer term: Balance sculptures

Explore the relationship of line, form and colour. Artists focus – Miro

Autumn Term (2nd): Precious stone drawing Spring term: Miro inspired collage and sculpture

Explore scaling up drawings, bringing in all mark-making skills previously learnt, and using technique to provide opportunity to transform original

Autumn Term (3rd): Supersize jewelry

Explore sculptural ideas of balance
Artist focus - Sheila Sri Prakash (architect)
Spring term: Flat sculptural drawings

Paint on new surfaces (e.g. stone, fabric, walls, floors and work collaboratively to produce images in new contexts

Artist Focus – Faith Ringgold

Knowledge and Understanding

Each child should:

- Know the names of tools, techniques and formal elements (in pink)
- Research and discuss ideas and approaches of range 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
- Be able to talk about the materials, techniques and processes they have used, using an appropriate vocabulary. Describe processes used and how they hope to achieve high quality outcomes
- Be able to demonstrate how to safely use some of the tools and techniques they have chosen to work with

- Discover that art is subjective (we all have our own legitimate understanding)
- Experience the connection between brain, hand and eye
- Understand ideas can come through hands-on exploration
- Develop their knowledge of what different materials and techniques can offer the creative individual
- Work at different scales, alone and in groups
- Feel safe to take creative risks and follow their intuition (fed with skills knowledge) and define their own creative journey
- Share their journey and outcomes with others. Feel celebrated and feel able to celebrate others

Summer term: Communal picnic drawing

Religion in Art Focus – The Wilton Diptych

Year 6

Sequence

Continue to develop a "sketchbook habit", using a sketchbook as a place to record individual response to the world. (ongoing)

Explore transformation of materials following own journey to produce an object which conveys personality of maker/designer, e.g. Making Seats

Autumn Term: Shadow Puppets

Summer term: Seats

Revisit still life. Develop drawing skills using observational drawing

Artist focus – Paul Cezanne

Spring Term: Cubist still life and Graphic Inky still life

Explore drawing and mark making on new surfaces, e.g. clay, linking to genres such as portraiture or landscape

Curriculum Link – Ancient Egypt Spring Term: Exploring portraits

Develop clay (and drawing) skills by creating pinch pots based upon still life observation

Summer term: Wave bowls
Summer term: Fruit pinch bowls

Explore geometric design/pattern / structure
Artist focus – Barbara Hepworth

Explore sequential drawing and narrative e.g. manga and graphic novels

Spring term: How to make Manga

Religion in Art - The Annunciation, with Saint Emidius

Knowledge and Understanding

Each child should:

- Know the names of tools, techniques and formal elements (in pink)
- Be happy to describe, interpret and explain the work, ideas and working practices 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
- Be able to talk about the materials, techniques and processes they have used, using an appropriate vocabulary. Describe processes used and how they hope to achieve high quality outcomes
- Be able to demonstrate how to safely use some of the tools and techniques they have chosen to work with

- Discover that art is subjective (we all have our own legitimate understanding)
- Experience the connection between brain, hand and eye
- Understand ideas can come through hands-on exploration
- Develop their knowledge of what different materials and techniques can offer the creative individual
- Work at different scales, alone and in groups
- Feel safe to take creative risks and follow their intuition (fed with skills knowledge) and define their own creative journey

Carlo Crivelli	Share their journey and outcomes with others. Feel celebrated and feel able to celebrate others

Core vocabulary all year groups:

Sketchbook/sketchbook habit

People - artist, architect, craftsperson, designer, illustrator, sculptor

Media – pencil, graphite, pen, chalk, pastel, wax, charcoal, watercolour

Terms – pattern, line, shape, form, texture, colour

Primary colours, secondary colours, colour mixing

Skills – observational, experimental, drawing, painting, collage, sketching, mark making, sculpting, printing, animating (digital media)

Still life







Landscape



Year Group	1	2	3	4	5	6
Core	<mark>sketchbook</mark>	<mark>sketchbook</mark>	<mark>sketchbook</mark>	sketchbook	<mark>Sketchbook</mark>	sketchbook
	artist	space	observational of the contract	technical skill	<mark>Sketchbook</mark>	Sketchbook habit
Vocabulary	architect	place	<u>drawing</u>	<u>experimental</u>	<mark>habit</mark>	Still life
Year group	craftsperson	stimuli	figure	<mark>drawing</mark>	experiment	Observational drawing
specific	designer	primary and	gesture	layering of	exploring	Mark making
	illustrator	secondary	sketching	media	collecting	Portraiture
	pencil	source <mark>material</mark>	large <mark>scale</mark>	<mark>collage</mark>	sticking	<mark>Landscape</mark>
Yellow =	graphite	figurative	drawing	painting	writing	Pinch pots
repeated	pen	still life	colour mixing	<mark>printmaking</mark>	notes	Geometric
	chalk	<mark>landscape</mark>	mark making	mixed media	reflecting	design/pattern/sculpture
	soft pastel	<u>collage</u>	surfaces	card	making links	Sequential drawing
	wax	primary colours	decoration	manipulation	architecture	Manga
	watercolour	<mark>secondary</mark>	armature	3d forms	line	Graphic novels
	charcoal	<u>colours</u>	modelling modelling	Construct	form	
	<u>printmaking</u>	colour mixing	observational	Materials	colour	
	<mark>observational</mark>	<mark>fabric</mark>	skills	3d figurative	sculptural	
	<u>drawing</u>	<mark>scale</mark>	dissect (using	sketches	design	
	<mark>experimental</mark>	mono printing	scissors)	life imagination	scaling up	
	<u>drawing</u>	<u>observational</u>	<mark>digital media</mark>	visual literacy	mark making	
	primary colours	<u>drawing</u>	animation	skills	technique	
	<mark>secondary</mark>	mark making		emotion	transform	
	<u>colours</u>	architectural		idea		
	colour mixing	forms		<mark>fabric</mark>		
	pattern	digital media		deconstructing		
	line			re constructing		
	shape					
	texture					
	3d sculpture					
	modelling modelling					

tools construct deconstruc	:t		