

## Being the best we can be; committed to making a difference Communication and Creativity.

## INTENT - Purpose of Study

Art, craft and design embody some of the highest forms of human creativity. Our Art curriculum is designed to engage, inspire, develop creativity, self-expression and set challenges. It equips children with the knowledge, understanding and skills to experiment, invent and create their own works of art, craft and design. Children develop a critical understanding of their own and others cultural heritages through studying a diverse range of artists. It aims to foster curiosity and enthusiasm while allowing the children to enjoy the artistic process and feel proud of their creative outcomes.

## Implementation

Art is taught on a two week rolling programme, as a distinct subject and in a skills based manner. Basic skills are introduced and built upon. We follow the 'Generating ideas, Making,

Knowledge, Evaluation' approach to teaching Art (which is supported by NSEAD).
In every year group, children will learn about a diverse variety of artists and the artist will underpin the style of art or skills/techniques the children will study. Children will experiment, plan and create a final piece of art reflecting the skills and knowledge they have developed throughout the unit. They experience working independently and collaboratively with others on projects. Opportunities to share their imaginative creations are present, including exhibiting in the federation art gallery. We provide a safe and nurturing environment where children are encouraged to take risks, explore their own creativity and learn from the journey. The formal elements of Art are woven through the long term plan from the Early Years to Year 6. A spiral curriculum means skills are revisited and the use of sketchbooks enhances this process. In KS2, each lesson begins with the opportunity to talk about different pieces of art. We ensure this work reflects a full range of backgrounds and perspectives to be found in our society. Children are taught to think critically, be reflective, analyse and evaluate their own and others work. They have a bank of art specific vocabulary to refer to at the back of their sketchbooks. Children are also able to access and refer back to previous learning via the Google Classroom.

## Impact

Teachers assess children's knowledge, understanding and skills in Art by making observations and through conversations with the children during lessons. Verbal feedback is given to children by teachers or their peers. Children are also encouraged to be critical of their own work, highlighting their own next steps. Subject assessment grids are completed by class teachers at the end of each unit, showing children's attainment in the following four areas: Generating ideas, Making, Knowledge, Evaluation.

| Year | Year | Year | Year | Year | Car | Year |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Drawing <br> Begin to develop their control and confidence when drawing and experimenting with making lines using a range of materials. Draw lines of different thicknesses. <br> To draw forms using the formal elements of lines \& simple shapes such as circles, squares and triangles. <br> To learn to tonally shade areas and shapes as neatly and carefully as they can. <br> To learn to draw for pleasure and relaxation. <br> To draw things they like, for narrative purposes and from their imagination and observation. <br> Record ideas, thoughts, feelings <br> Painting <br> To learn how to hold and control a paintbrush. <br> To learn to blend colours in a palette. To learn how to look after brushes and equipment. <br> Use a range of painting tools and surfaces to experiment with mark making (brushes, sponges, tissue, fabric, string etc.) Use simple wax resist using crayons and ink. <br> Colour: To recognise and name the primary colours being used. | Explore the similarities and differences between a range of drawing media (graphite sticks, charcoal, crayons, coloured pencils) <br> To increase their control when drawing simple 2D geometric shapes and when trying out new ways of making lines/marks. <br> Explore the concept of light and dark, learning how to create different tones. <br> To learn how to control the pressure when using their drawing implements and practice shading tones neatly and accurately. <br> To draw for pleasure, from the imagination and observation, developing an interest in the world around them. <br> Experiment with paint media using a range of tools. <br> Name the primary colours and use them to mix secondary colours. <br> Develop skills in measuring and | Learn to use pencils (hard and soft), crayons, felt-tips, charcoal and chalk, digital means, inks and other materials (e.g. wire, wool, straws, cotton buds, feathers, sticky tape) to create expressive drawings. <br> To develop greater skill \& control when using the formal elements to draw, e.g. using simple lines and geometric shapes to create forms. <br> To control the pressure when using drawing implements to create lighter or darker tones and marks, e.g.when sketching. Understand tone through different grades of pencil (HB, 2B, 4B) <br> To shade areas neatly without spaces \& gaps <br> To identify and draw details, textures, patterns. <br> To draw for pleasure, from the imagination and observation, and learn to improve their style from observation and secondary sources. | To know the similarities and differences between a range of drawing media (e,g, graphite sticks, charcoal, crayons, coloured pencils, felt pens, biro, drawing ink and pastels). and select which one is most suitable for the task they need. <br> Identify and draw the 2D \& 3D geometric shapes in nature and the world around them. <br> Effectively control drawing media to create dark and light tones. <br> Further practice shading tones with few gaps that are neat to the edges. <br> To show consideration in the choice of pencil grade they choose. <br> Develop confidence making marks and lines to represent a wide range of surfaces, textures \& forms. <br> Develop increasing control, and precision when painting detail, lines and edges of shapes. <br> Use a range of brushes to demonstrate increasing control of of marks made. <br> Learn to measure and mix paint to | Make drawings and experiment with pencils (HB 2B 4B), crayons, felt-tips, charcoal and chalk, digital means, inks to create variations in tone. <br> Develop the ability to accurately identify and render 2D \& 3D geometric shapes when drawing from observation or second-hand sources, becoming aware of proportion, scale and order. <br> To include in their drawings a range of shading techniques. <br> Show an awareness of representing texture through the choice of lines and marks made. <br> Learn different styles of drawing e.g. Graphic (cartoon, graffiti, caricatures etc.) Realistic (portrait, still life etc.) Abstract (fine art, emotions). <br> Use paint more accurately, applying appropriate amounts to the surface. <br> Experiment with colour, texture, line, shape \& composition to create moods and feelings when painting. | Independently select <br> appropriate <br> media for <br> purpose, taking <br> risks and <br> experimenting <br> with different <br> drawing media. <br> Draw with an increasingly confident <br> awareness of the <br> 2D and 3D <br> geometric forms <br> that comprise <br> forms and <br> objects. <br> Draw lines, <br> shapes and <br> forms neatly and <br> evenly with more <br> confidence, <br> blending tones <br> from light to dark <br> smoothly. <br> To control the amount of force <br> and pressure <br> when drawing. <br> Develop close observation skills using <br> viewfinders. <br> Develop an <br> awareness of <br> scale, proportion <br> and composition. <br> To work for a sustained period of time to create detailed <br> drawings, using a <br> range of source. <br> Learn how to control the amount of paint and water they need to use to preserve finer details; paint neatly and carefully. <br> Know the <br> different types of paint and when to use them, <br> Mix and match colours to create | To draw and work with a range of media with increasing confidence, developing their own personal style (e.g through the development of line, tone, pattern, texture). <br> Use different techniques for different purposes, understanding which works well and why. <br> Know and apply a basic one-point perspective. <br> Learn more styles of drawing and learn how drawing is used in art e.g. Graphic (cartoon, graffiti, fashion design etc.) Realistic (portrait, still life etc.) <br> Technical (architecture, product design, plans, diagrams, instructions) Illustration (books, magazines) Abstract (fine art) Sculptural (3D, wire, card, architectural models) Digital (using computers, tablets, film). <br> To control paint to work in different ways; |


| To learn fundamental colour mixing skills | mixing paint | Develop brush control \& learn | form tertiary colours. | Mix colours (secondary and | light effects and atmosphere. | precise loose.. |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | nent |  |  |  |  |  |
| experimenting to | $\begin{aligned} & \text { ligh } \\ & \text { dar } \end{aligned}$ |  |  | increasing | ry an | Know when to |
| cover' new | without using | surfaces | work and begin to |  | hades |  |
| try to mix colours |  | suitable brus to make | complementary colours. Mix | To begin to | ing |  |
|  |  |  |  |  | building on prior |  |
|  | To experiment using different | appropriate to the work. | and tones with increasing | work and painting styles expressing | knowledge. |  |
|  | types of painting |  | , | their opinions, using art |  | colour to express mood |
| made darker or lighter by adding black or | surfaces e. cartridge pa | $\left\lvert\, \begin{aligned} & \text { pri } \\ & \text { to } \end{aligned}\right.$ |  |  | artis | and feelings, 3D form, depth |
|  |  | second |  |  | painting styles, | anc |
|  |  |  |  | secondary and | ing |  |
| attern \& Texture aint patterns \& ad | 3D surfaces and textured | Know and understand | blocking in colour, washes, |  | ng | with a range of different artists' |
| things to paint to make textures suc |  |  | thickened pain creating textur |  |  | g styles. |
| sand, grit, salt. | Colour: us colours |  |  |  |  | confidently ticulate which |
|  | imaginatively learning that |  |  | be aware of how tone can make |  |  |
| and edges neatly. | colour can be | apply paint with | tertiary colours | paintings more realistic or more | Tone/ Form: know that darker | vocabulary. |
|  | used to express |  | and use colours, textures, lines | realistic or more |  |  |
| Crafts: <br> ting/Collage/Texti | and feelings. | carefully. | textures, lines imaginatively and |  | colours can be added to create | olour: to mix condary and |
|  | T | Understand | appropriately to | and shade for | tints and shades | olo |
| To print from | f |  |  | dr | ad of black | nfidently and |
| manmade) | their ability to make colour |  | To |  |  | Understand |
| develop simp | darker and | black. |  |  | Pattern Texture: | colour |
| ns. | lighter and understand how |  | varying the tones | texture for | Use pattern \& texture for | relationships. |
| To enjoy taking rubbings (e.g. lea | this affects form. |  | or colours, such as in skies and landscapes and | desired effec learning to | purposeful effe | Tone/Form: control paint to |
|  | 8 | create effec such as | how much mor interesting this | manipulate light and shade for | Line/Shape: Use line or shape to | make things appear lighter |
| Select and cut |  |  |  | dramatic effect. | eate original | further |
| textures and images | things to paint to make |  |  | Line/Shape: use line with greater | composition | away or darker with more |
| from a range of sources for collages | textures e.g. sand, grit, salt | layering, adding texture etc. to paint | Pattern/Texture: create and describe more | confidence to highlight form and shape. | To develop their printing skills to create artwork | intense hues to bring them closer. |
| Digital |  | expressively | complex patterns and textures. |  | e.g. singula |  |
| To take a photograp with a digital camera | paint thick and thin lines using different brushes, big | Colour: develop colour mixing to make finer variations | and textures. <br> Line/Shape: paint with line for expression and to | (monoprintin block printin relief printing | images or patterns. To experiment with and use more | Pattern/Textur e: Understand how to apply pattern and |
| 3D Sculpture | and small shapes in a | in secondary | define detail. | ) to crea individu | mplex printin | texture with confidence |
| Form by cutting, forming and joining | range of pure and mixed colours. | colours. | (monoprinting, | images and repeat patterns. | and print complex | decorate or embellish |
| miliar 3D shapes sing natural and |  | Tone/Form: | block printing, relief printing etc.) | Use over printing (motifs and | patterns with mathematical | aintings |
| manmade materials | Print using simple | colours appear to be closer to us and dark | to create artwork and explore | colour). | and visua precision. | Line/Shape: Use lines with |
| To make simple shapes and forms from pliable materials | materials, (card, string, foam, textured | us and dark objects look further away, | patterns. <br> Use simple motif printing blocks | To gain more confidence in using different art | To confidently use a range of | confidence to represent their own ideas and |


| such as modelling <br> clay, foam or wire. |
| :--- |
| Sketchbooks |
| (Developing Ideas) <br> To use sketchbooks <br> to record thoughts, <br> ideas, feelings, <br> discoveries/observati <br> ons and for pleasure. |

## Responding to Art

Look at and talk about their own and others creations, describing simple techniques and materials used.
materials and clay... ) to produce patterns.

Learn how to produce a clean printed image.

Begin to identify forms of printing (books, posters, pictures, fabrics).

Select and cut shapes, colours, textures and images from a range of sources for collages.

Learn to take a self portrait/photo with digital cameras taking care to frame the shot to capture the detail they want.

To cut, form, tear, join and shape a range of materials (such as modelling clay, card, plastic, wire, manmade and natural) to create Forms for a purpose. Use tools safely and correctly. Apply simple finishing techniques.

To use sketchbooks through teacher modelling. Use sketchbooks to record thoughts, feelings and ideas and to experiment with materials.
then explore this in their art.

Pattern \& Texture: create and describe original patterns \& make textures.

## Line/Shape:

 understand the importance of outlines \& paint more sophisticated shapes.Use printing (monoprinting, block printing, relief printing etc.) to create artwork. Use simple motif printing blocks to create and print more complex
patterns with increasing mathematical and visual precision.

Make simple plans for making, deciding which tasks need to be done first. Select and cut shapes, colours, textures and images from a range of sources for collages.

Explore weaving and sewing techniques. Learn to thread a needle and use basic stitches (running and over stitch).

Learn how to use 'zoom' to focus in on an
with confidence to
create and print
complex patterns
with more
mathematical and
visual precision.
To gain
experience and
confidence in
using different art
forms e.g.
collage, weaving,
sewing, batik...
Explore
opportunities to

| forms e.g. |
| :--- | :--- |
| collage, weaving, |
| sewing, batik... |
| Start to make |
| links with art and |
| creative |
| industries. |

To become more confident at making art using digital means; drawing \& painting programmes, photo manipulation.

Design and make Forms in 3 dimensions, understanding how to finish and present their work to a good standard. To become more confident at using modelling materials, working safely and sensibly and persevering when the work is challenging.

Use sketchbooks for planning and refining work; to collect and record information from a variety of sources and to develop skills and techniques. To know why artists/designers/ architects/ craftspeople use sketchbooks and why they are personal.

Discuss and review their own and others work (thoughts, feelings, identify modifications and how to develop further). Explore a range of great artists, architects and designers in
To use sketchbooks to generate ideas and record thoughts, feelings, observations and evaluations. Make records, and annotate visual experiments and artists' work.

Explore further, the work of other artists', craft makers and designers, comparing ideas and methods;making

| art forms and |  |
| :--- | :--- |
| make links |  |
| between art and |  |
| creative |  |
| industries. | compositions. |
|  | To use |
| monoprinting, |  |
| To have more | block printing, <br> relief printing <br> control when <br> producing digital <br> art using |
| etc. to create |  |
| artwork, |  |
| computers, | making and |
| drawing \& | using more |
| painting | complex |
| programmes, | printing blocks <br> photo <br> manipulation. E.g <br> scan an image/ <br> take a digital photo |
| mathematical |  |
| mad visual |  |
| anecision. |  |

To confidently use a range of art forms for a purpose and to a high standard. Make links between art and creative industries.

To produce more complex digital art (e.g. combining images)using computers, drawing \& painting programmes, photo manipulation.

To experiment with ideas and techniques in sketchbooks; to annotate them for their own learning and record keeping. To record observations, evaluations and research artists and themes.

Discuss and review their own and others work (thoughts, feelings, identify modifications and how to develop
compositions.

To use monoprinting, ng etc. to create artwork, making and using more printing blocks with mathematical visual and use software ti manipulate the image. Compose a photo taking formal elements into consideration.

Design and make more complex Forms in 3 dimensions, using a range of modelling materials, and finishing their work to a good standard. Adapt work when necessary and explain why. Work in a safe and organised way.


