





# 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.

## <u>Implementation</u>

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.

<u>Year R</u>	Year 1	Year 2	Year 3	Year 4	Year 5	<u>Year 6</u>
<u>Drawing</u>	Explore the	Learn to use	To know the	Make drawings	Independently	To draw and
Begin to develop	similarities and	pencils (hard	similarities and	and experiment	select	work with a
their control and	differences	and soft),	differences	with pencils (HB	appropriate	range of media
confidence when	between a	crayons,	between a range	2B 4B), crayons,	media for	with increasing
drawing and	range of	felt-tips,	of drawing media	felt-tips, charcoal	purpose, taking	confidence,
experimenting with	drawing media	charcoal and	(e,g, graphite	and chalk, digital	risks and	developing
making <b>lines</b> using a	(graphite sticks,	chalk, digital	sticks, charcoal,	means, inks to	experimenting	their own
range of materials.	charcoal,	means, inks	crayons, coloured	create variations	with different	personal style
Draw lines of different	crayons,	and other	pencils, felt pens,	in <b>tone.</b>	drawing media.	(e.g through
thicknesses.	coloured	materials (e.g.	biro, drawing ink			the
	pencils)	wire, wool,	and pastels). and	Develop the	Draw with an	development of
To draw <b>forms</b> using	<b>-</b>	straws, cotton	select which one	ability to	increasingly	line, tone,
the formal elements	To increase	buds, feathers,	is most suitable	accurately	confident	pattern,
of lines & simple	their control	sticky tape) to	for the task they	identify and	awareness of the	texture).
shapes such as	when drawing	create	need.	render 2D & 3D	2D and 3D	
circles, squares and	simple 2D	expressive	Identify and draw	geometric	geometric forms	Use different
triangles.	geometric shapes and	drawings.	Identify and draw the <b>2D &amp; 3D</b>	shapes when drawing from	that comprise forms and	techniques for
triangics.	when trying out		geometric	observation or		different
	new ways of	To develop	shapes in nature	second-hand	objects. Draw <b>lines</b> ,	purposes,
To learn to tonally	making	greater skill &	and the world	sources,	shapes and	understanding
shade areas and	lines/marks.	control when	around them.	becoming aware	forms neatly and	which works
shapes as neatly and	inies/marks.	using the formal	around tricin.	of proportion,	evenly with more	well and why.
carefully as they can.	Explore the	elements to	Effectively control	scale and order.	confidence,	Well alla Wily.
	concept of light	draw, e.g. using simple <b>lines</b>	drawing media to	Soulc and order.	blending tones	
To learn to draw for	and dark,	and <b>geometric</b>	create dark and	To include in their	from light to dark	Know and
pleasure and	learning how to	shapes to	light tones.	drawings a range	smoothly.	apply a basic
relaxation.	create different	create forms.	Further practice	of shading		one-point
To almost their one theory	tones.	create forms.	shading tones	techniques.	To control the	perspective.
To draw things they			with few gaps that		amount of force	por a procession
like, for narrative	To learn how to	To control the	are neat to the	Show an	and pressure	
purposes and from their imagination and	control the	pressure when	edges.	awareness of	when drawing.	Learn more
observation.	pressure when	using drawing		representing	_	styles of
observation.	using their	implements to	To show	texture through	Develop close	drawing and
Record ideas,	drawing	create lighter or	consideration in	the choice of	observation skills	learn how
thoughts, feelings	implements and	darker tones	the choice of	lines and marks	using	drawing is used
tilougitts, icclings	practice	and marks,	pencil grade they	made.	viewfinders.	in art e.g.
	shading tones	e.g.when	choose.		Develop an	Graphic
<u>Painting</u>	neatly and	sketching.		Learn different	awareness of	(cartoon,
<u>r uniting</u>	accurately.	Understand	Develop	styles of drawing	scale, proportion	graffiti, fashion
To learn how to hold		tone through	confidence	e.g. Graphic	and composition.	design etc.)
and control a	To draw for	different grades	making marks	(cartoon, graffiti,		Realistic
paintbrush.	pleasure, from	of pencil (HB,	and <b>lines</b> to	caricatures etc.)	To work for a	(portrait, still
•	the imagination	2B, 4B)	represent a wide	Realistic	sustained period	life etc.)
To learn to blend	and		range of surfaces,	(portrait, still life	of time to create	Technical
colours in a palette.	observation,	To shade areas	textures & forms.	etc.) Abstract	detailed	(architecture,
To learn how to look	developing an	neatly without	iorms.	(fine art,	drawings, using a	product design,
after brushes and	interest in the	spaces & gaps	Dovolon	emotions).	range of source.	plans,
equipment.	world around	,	Develop	Llee point more	Loarn how to	diagrams,
	them.	To identify and	increasing	Use paint more	Learn how to control the	instructions)
Use a range of	Experiment with	draw details,	control, and precision when	accurately,	amount of paint	Illustration (books,
painting tools and	paint media	textures,	painting detail,	applying	and water they	magazines)
surfaces to		patterns.	lines and edges	appropriate	need to use to	Abstract (fine
experiment with mark	using a range of	To draw for	of shapes.	amounts to the	preserve finer	art) Sculptural
making (brushes,	tools.	pleasure, from	or onapoo.	surface.	details; paint	(3D, wire, card,
sponges, tissue,	N1	the imagination and	Use a range of		neatly and	architectural
fabric, string etc.)	Name the	observation,	brushes to	Experiment with	carefully.	models) Digital
Use simple wax resist	primary colours	and learn to	demonstrate	colour, texture,	Know the	(using
	and use them to	improve their	increasing control	line, shape &	different types of	computers,
using crayons and		ן וויוויףויטעב נוופוו		composition to		
using crayons and ink.	mix secondary	style from	of of marks		paint and when	tapiets. Tilm).
ink.	mix secondary colours.	style from	of of marks made.	create moods	paint and when to use them,	tablets, film).
ink.  Colour: To recognise	•	observation and		create moods and feelings		,
ink.	•			create moods		To control paint to work in

To learn fundamental colour mixing skills using primary colours. Play with colours, experimenting to 'discover' new colours.
To try to mix colours

To try to mix colours to match images from paintings or books etc.

Tone/Form: to learn that colours can be made darker or lighter by adding black or white or by adding more water/pigment.

Pattern & Texture: paint patterns & add things to paint to make textures such as sand, grit, salt.

**Line/Shape:** practise painting shapes, lines and edges neatly.

#### <u>Crafts:</u> Printing/Collage/Textil es/Weaving

To print from objects (natural and manmade)and develop simple patterns.

To enjoy taking rubbings (e.g. leaf, brick, coin, bark).

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

#### Digital

To take a photograph with a digital camera.

#### 3D Sculpture

Learn to create

Form by cutting,
forming and joining
familiar 3D shapes
using natural and
manmade materials...

To make simple shapes and forms from pliable materials

mixing paint.

Experiment with lightening and darkening paint without using black and white.

To experiment using different types of painting surfaces e.g. cartridge paper, card, brown paper, coloured papers, fabrics, 3D surfaces and textured surfaces.

Colour: use colours imaginatively learning that colour can be used to express their thoughts and feelings.

Tone/Form: further develop their ability to make colours darker and lighter and understand how this affects

Pattern & Texture: paint patterns & add things to paint to make textures e.g. sand, grit, salt.

form.

Line/Shape:
paint thick and
thin lines using
different
brushes, big
and small
shapes in a
range of pure
and mixed
colours.

Print using simple materials, (card, string, foam, textured

Develop brush control & learn to use different types of paint and painting surfaces. Choose a suitable brush to make suitable marks appropriate to the work.

Confidently use primary colours to mix secondary colours. Know and understand the colour wheel.

Learn to measure & mix the paint needed and apply paint with control. Learn to paint neatly and carefully.

Understand how to make tints using white and tones using black.

Learn to use different techniques to create effects such as spattering, stippling, dripping, layering, adding texture etc. to paint expressively.

Colour: develop colour mixing to make finer variations in secondary colours.

Tone/Form: learn why light colours appear to be closer to us and dark objects look further away, form tertiary colours.

Use tints and tones in their work and begin to explore complementary colours. Mix colour, shades and tones with increasing confidence.

Become more confident in using different effects and textures with paint (e.g. blocking in colour, washes, thickened paint creating textural effects).

Colour: mix secondary and tertiary colours and use colours, textures, lines and shapes imaginatively and appropriately to express ideas.

Tone/Form: learn how depth is created by varying the tones or colours, such as in skies and landscapes and how much more interesting this makes the painting.

Pattern/Texture: create and describe more complex patterns and textures.

**Line/Shape:** paint with line for expression and to define detail.

To use printing (monoprinting, block printing, relief printing etc.) to create artwork and explore patterns.
Use simple motif printing blocks

Mix colours (secondary and tertiary), shades and tones with increasing confidence.

To begin to recognise different artists' work and painting styles expressing their opinions, using art vocabulary.

Colour: Mix secondary and tertiary colours, controlling the amounts for purpose.

Tone/Form: to be aware of how tone can make paintings more realistic or more expressive, learning to manipulate light and shade for dramatic effect.

Pattern/Texture: use pattern & texture for desired effects, learning to manipulate light and shade for dramatic effect.

Line/Shape: use line with greater confidence to highlight form and shape.

To use printing (monoprinting, block printing, relief printing etc.) to create both individual images and repeat patterns. Use over printing (motifs and colour).

To gain more confidence in using different art

light effects and atmosphere.

Mix colours (secondary and tertiary), shades and tones with increasing confidence, building on prior knowledge.

To build on recognising different artists' work and painting styles, expressing their opinions, more confidently, using art vocabulary.

**Colour:** Know colour relationships.

Tone/ Form: know that darker and lighter colours can be added to create tints and shades instead of black and white.

# Pattern Texture:

Use pattern & texture for purposeful effect.

**Line/Shape**: Use line or shape to create original compositions.

To develop their printing skills to create artwork e.g. singular images or patterns. To experiment with and use more complex printing blocks to create and print complex patterns with mathematical and visual precision.

To confidently use a range of

precise / loose..

Know when to use different types of paint media.

Paint using tone, line, texture and colour to express mood and feelings, 3D form, depth and distance.

To be familiar with a range of different artists' work and painting styles. To confidently articulate which styles they prefer and why, using art vocabulary.

Colour: to mix secondary and tertiary colours confidently and with control. Understand colour relationships.

Tone/Form:
control paint to
make things
appear lighter
and further
away or darker
with more
intense hues to
bring them
closer.

Pattern/Textur e: Understand how to apply pattern and texture with confidence to decorate or embellish paintings.

Line/Shape: Use lines with confidence to represent their own ideas and such as modelling clay, foam or wire.

Sketchbooks (Developing Ideas) To use sketchbooks to record thoughts, ideas, feelings, discoveries/observati 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 object in detail.

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 make art using digital means; drawing & painting programmes, photo manipulation.

Design and make Forms in 3 dimensions. e.g.using card, wire, paper, found objects, clay or modelling materials. Use materials and tools with greater confidence. Understanding how to finish and present their work to a good standard.

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 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

art forms and make links between art and creative industries.

To have more control when producing digital art using computers, drawing & painting programmes, photo manipulation. E.g. scan an image/ take a digital photo 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 modellina materials, and finishing their work to a good standard. Adapt work when necessary and explain why. Work in a safe and organised way.

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, block printing, relief printing etc. to create artwork, making and using more complex printing blocks with mathematical and visual precision.

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.

Work in a safe and organised way, caring for equipment. Secure work to be completed at a later date. Solve design and make problems as they occur. Design and make more complex Forms in 3 dimensions, finishing and presenting their work to a good standard.

Explore the work of other artists', craft makers and designers, describing similarities and differences and making links to their own work. Talk about their own work: techniques, likes and dislikes	Use a simple computer paint program to make a picture.  To use materials and tools with increasing confidence to make 3D Forms. Continue experimenting with constructing and joining manmade and natural materials. Apply finishing techniques with greater accuracy and control.  To use sketchbooks more effectively through further teacher modelling. Use sketchbooks to record thoughts, feelings and ideas and to experiment with materials.  Continue to experiment with materials.  Continue to experiment with materials.  Continue to experiment with materials.	links to their own work. Reflect on their own/ others work. Respond to art from other cultures and periods of time.	history and from other cultures.	further). Recognise the work of key artists, comparing styles and approaches.	To experiment with ideas and techniques in sketchbooks; to annotate them for their own learning and record keeping. To record observations and research artists and themes. To use a sketchbook for a range of purposes, pleasure, thoughts, ideas & expression so their sketchbook becomes a very personal space.  Provide reasoned evaluations of their own and others work (other cultures and times), taking into account starting points, intentions and purpose.