

Art and Design Curriculum Overview

Art	Autumn 1	Spring 1	Summer 1
Nursery	Using a pencil experiment making lines and marks	Mix and match colours to different artefacts and objects.	Sculpture Join different materials Explore textures
Reception	Drawing Using a pencil experiment making lines of tone/depth. Make patterns/textures from observations, imagination and illustrations.	Painting Recognise and name the primary colours being used. Mix and match colours to different artefacts and objects.	Sculpture Impress and apply simple decoration. Cut shapes using scissors and other modelling tools.
Year 1	Drawing Develop a range of tone using a pencil with techniques such as: hatching, scribbling, stippling, and blending to create light/ dark lines. Investigate textures by describing, naming, rubbing, copying. Produce an expanding range of patterns and textures. Ongoing: Describe and compare what I can see and give an opinion about the work of an artist.	Painting Control the types of marks made with the range of media. Paint on different surfaces with a range of media. Start to mix a range of secondary colour and predict results Ongoing: Describe and compare what I can see and give an opinion about the work of an artist.	Sculpture Manipulate malleable materials by rolling, pinching and kneading. Impress and apply simple decoration techniques: impressed, painted, applied. Ongoing: Describe and compare what I can see and give an opinion about the work of an artist.
Year 2	Drawing Continue to investigate tone by drawing light/dark lines, patterns and shapes using a pencil. Name, match and draw lines/marks from observations. Continue to Investigate textures, expanding range of patterns. Ongoing: Suggest and compare how artists have used colour, pattern and shape.	Painting Experiment in lightening and darkening a colour with the use of black and white. Begin to mix colour shades and tones. Begin to control the types of marks made with a range of painting techniques e.g. layering, mixing media, and adding texture. Ongoing: Suggest and compare how artists have used colour, pattern and shape.	Sculpture Demonstrate experience in surface patterns/ textures and use them when appropriate. Explore carving as a form of 3D art Ongoing: Suggest and compare how artists have used colour, pattern and shape.

Art and Design Curriculum Overview

Year 3	<p>Drawing Begin to show an awareness of objects having a third dimension and perspective. Create textures and patterns with a wide range of drawing tools Developing intricate patterns/ marks with a variety of media.</p> <p>Ongoing: Explain some of the features of art from different cultures/ historical periods.</p>	<p>Painting Use light and dark within painting and begin to explore complimentary colours. Demonstrate increasing control the types of marks made and experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects.</p> <p>Ongoing: Explain some of the features of art from different cultures/ historical periods.</p>	<p>Sculpture Produce more intricate surface patterns/ textures. Produce larger ware using pinch/ slab/ coil techniques. Continue to explore carving as a form of 3D art.</p> <p>Ongoing: Explain some of the features of art from different cultures/ historical periods.</p>
Year 4	<p>Drawing Develop drawings featuring the third dimension and perspective. Developing techniques to create intricate patterns using different grades of pencil and other implements/media to create lines, marks and develop tone.</p> <p>Ongoing: Compare and review the work of different artists and designers</p>	<p>Painting Use light and dark within painting and show understanding of complimentary colours. Confidently control types of marks made and experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects. Start to develop a painting from a drawing.</p> <p>Ongoing: Compare and review the work of different artists and designers</p>	<p>Sculpture Decorate, coil, and produce marquettes (scaled model) confidently Model over an armature: newspaper frame for modroc. Gain more confidence in carving as a form of 3D art.</p> <p>Ongoing: Compare and review the work of different artists and designers</p>
Year 5	<p>Drawing Develop further perspective in their work using a single focal point and horizon. Use different techniques for different purposes i.e. shading, hatching within their own work. Develop an awareness of composition, scale/proportion Draw for a sustained period of time over on one piece (sessions)</p>	<p>Painting Mix colour, shades and tones with confidence building on previous knowledge. Understanding which works well in their work and why. Purposely control the types of marks made and experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects.</p> <p>Ongoing: Explain the style of how my work and how it has been influenced by a famous artist or designer.</p>	<p>Sculpture Model and develop work through a combination of pinch, slab, and coil. Work around armatures or over constructed foundations. Confidently carve a simple form.</p> <p>Ongoing: Explain the style of how my work and how it has been influenced by a famous artist or designer.</p>

Art and Design Curriculum Overview

	<p>Ongoing: Explain the style of how my work and how it has been influenced by a famous artist or designer.</p>		
Year 6	<p>Drawing Develop simple perspective in using a single focal point/horizon. Begin to develop an awareness of composition, scale/ proportion Use drawing techniques to work from a variety of sources including observation, photographs and digital images.</p> <p>Ongoing: Research the work of an artist or designer and use their work to replicate style</p>	<p>Painting Mix and match colours to create atmosphere and light effects. Confidently control the types of marks made and experiment with different effects and textures. Mix colour, shades and tones with confidence building on knowledge.</p> <p>Ongoing: Research the work of an artist or designer and use their work to replicate style</p>	<p>Sculpture Show experience in combining pinch, slabbing and coiling to produce end pieces. Develop understanding of different ways of finishing work: glaze, paint, polish Confidently carve a simple form.</p> <p>Ongoing: Research the work of an artist or designer and use their work to replicate style</p>