

Purpose of study

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Aims

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Key stage 1

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.

Year 1

ARTISTS

Andy Goldsworthy

Kara walker

Tomi Ungerer (illustrator)

Eric Carle

Van Gogh

African artists

Vincent van Gogh

DRAWING/PAINTING

Observational drawings of Spring Flowers

Experimenting with shape and lines

Use of a variety of media

Understand tone by drawing light/dark shapes, patterns etc.

Investigate textures by describing, naming, rubbing and copying

Draw on different surfaces

Knowing main primary colours and simple colour mixing

Warm and cold colours through looking at African Art

Van Gogh- 'Starry Night' paintings

Use of water colour

PRINTING

African pattern printing on fabric

Vegetables and potato printing

COLLAGE

Inspired by Andy Goldsworthy the children create a sculpture using natural objects Creating an

Autumn collage using leaves etc.

Paper collage based on Eric Carle

Moonscape

TEXTILE

*Build a Bear' – sewing and use of fabric

Fastelavn masks

Sock puppets

Creating a scarecrow

MODELLING / 3D

Paper Mache dinosaur eggs

Clay hedgehogs

Using junk to create a rocket and a bug

Building a scarecrow

Building a castle (home project)

DIGITAL MEDIA

Paint program to create Space and Alien pictures

Primary Active Inspire to design book covers

Mr.Men designs

Year 2

ARTISTS

Andy Warhol

Frida Kahlo and Diego Rivera

Miro

Yayoi Kusama

Matisse

DRAWING/PAINTING

Observational drawings e.g. of fruit

Inspired by Miro, the children experiment with shape and lines

Use of a variety of media

Understand tone by drawing light/dark shapes, patterns etc.

Investigate textures by describing, naming, rubbing and copying

Draw on different surfaces

Knowing main primary colours and colour mixing

PRINTING

Printing with fruit based on Andy Warhol

COLLAGE

Creating a collage using paper and inspired by Matisse

TEXTILE

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MODELLING / 3D

Divali candle holders

Using junk to create a 3D model

Adobe Houses

Pinatas

DIGITAL MEDIA

Animation package

Paint program