

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 2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] about great artists, architects and designers in history.

Year 3

ART APPRECIATION

Hundertwasser

Seurat

Aurora Robson

Amy Ellingson

DRAWING/PAINTING

Throughout the year sketchbooks will be used to collect and record visual information from different sources. They will also be used to experiment with different techniques and ideas.

Making marks and lines with a variety of different implements and experimenting with it in their sketch books

Child will use different grades of pencil and learn how to draw objects in 3D Understand the terms tone and texture.

Observational drawings of the park area, with a particular focus on how to draw trees

Playing with shapes and lines to create Hundertwasser style art

Creating colour wheels

Complimentary colours

Using paint to create pointillist artwork

PRINTING

Viking shield designs using string and matchsticks

COLLAGE

?

TEXTILE

Weaving with paper and wool using CDs

MODELLING / 3D

DIGITAL MEDIA

Using different websites to create work inspired by M.C.Escher and Henri Rousseau

Use of laptops to research different artists and artwork

Year 4

ARTISTS

M.C.Escher

Henri Rousseau

Pablo Picasso

Keith Haring

Giacometti

Mlle Hipolyte

David Oliveira

Isaac Brynjegard

DRAWING/PAINTING

Throughout the year sketchbooks will be used to collect and record visual information from different sources. They will also be used to experiment with different techniques and ideas.

Making marks and lines with a variety of different implements and experimenting with it in their sketch books

Introducing zendoodling

Child will use different grades of pencil and learn how to draw objects in 3D Understand the terms tone and texture.

Self-portrait using correct facial proportions and using shading to create 3D effect

Use of charcoal and white pastel to draw 'Ironman' heads

Observational drawings of still life compositions using sketch pencils

Mixing different shades of the same colour to create snowflake artwork

The connection between colour and emotion by looking at the work of Picasso

Line drawing inspired by David Oliveira

PRINTING

COLLAGE

Using paper and different folding, tearing and overlapping techniques to create a 'Bird of Paradise' based on Mlle Hipolytte

TEXTILE

Creating a fabric collage based on the work of Henri Rousseau

MODELLING / 3D

Creating sculptures of the human figure with mod-roc based on Giacometti

Egyptian cartouches made with clay

Masks inspired by 'The Ironman' by Ted Hughes

DIGITAL MEDIA

Using different websites to create work inspired by M.C.Escher and Henri Rousseau

Use of laptops to research different artists and artwork

Year 5

ARTISTS

Mughal painters

Henri Moore

David Hockney

John Burgerman

DRAWING/PAINTING

Throughout the year sketchbooks will be used to collect and record visual information from different sources. They will also be used to experiment with different techniques and ideas.

Making marks and lines with a variety of different implements and experimenting with it in their sketch books

Child will use different grades of pencil and learn how to draw objects in 3D Understand the terms tone and texture.

Still Life focusing on classic artists

Mughal portraits

Painting 3D shapes

Colour and brush work to create Modern, Abstract art

PRINTING

Rangoli and paisley –repeating patterns

COLLAGE

Paisley Patterns

Rangoli (outside)

David Hockney-style collage work and joiners

Pastel solar system posters

'Natural' portraits using 'natural' materials

TEXTILE

Scenes from Ramayana as tapestry

Creating garments relating to Helsingør trip

Creating own Royal Crests

MODELLING / 3D

Designing and making containers

Making Greek pottery

Looking at the work of Henry Moore and creating soap sculptures

Abstract 'junk' sculpture supported by trip to Arken

DIGITAL MEDIA

Use of photostory to create a short film of Ancient Greek Art

Activeinspire to create abstract art with shapes

Paint and other software based on David Hockney work 'me draw on Ipad'

Year 6

ARTISTS

Edvard Munch

L.S.Lowry

Paul Nash

Do Ho Suh

Louise Nevelson

DRAWING/PAINTING

Throughout the year sketchbooks will be used to collect and record visual information from different sources. They will also be used to experiment with different techniques and ideas.

Making marks and lines with a variety of different implements and experimenting with it in their sketch books

Child will use different grades of pencil and learn how to draw objects in 3D Understand the terms tone and texture.

Teaching perspective through the work of Lowry.

Asger Jørn-The COBRA movement

Looking at the work of Edvard Munch and creating pastel drawings based on his work

WW2 propaganda posters

PRINTING

Creating block prints inspired by the work of Paul Nash

COLLAGE

Viking shields using a variety of media

TEXTILE

Curves from straight lines using needle and thread.

MODELLING / 3D

3D shapes sculpture using card and linked to Maths

DIGITAL MEDIA