



Our Art Curriculum

From tiny seeds beautiful minds blossom and grow...



Developed with reference to



Art Curriculum Intent

At East Herrington Primary Academy, we strongly believe in delivering a high quality art curriculum which inspires children to think innovatively and develop creative understanding. Our Art curriculum provides children with opportunities to develop their skills using a range of media and materials. Children learn the skills of drawing, painting, printing, collage, textiles, 3D work and digital art and are given the opportunity to explore and evaluate different creative ideas. Children will be introduced to a range of works and develop knowledge of the styles and vocabulary used by famous artists. The skills they acquire are often applied to their cross-curricular topics, allowing children to use their art skills to reflect on and explore topics in greater depth; for example, by sketching historical artefacts in detail, researching geographical locations to support their work on landscape painting or using art as a medium to express emotion and thought to enhance their personal, social and emotional development. In Art, children are expected to be reflective and evaluate their work, thinking about how they can make changes and keep improving. This should be meaningful and continuous throughout the process, with evidence of age-related verbal and written reflection.

Art Curriculum Implementation

Our scheme of work is designed with four strands that run throughout:

- Making skills (Drawing, painting, craft/design materials and techniques)
- Formal Elements (line, shape, tone, texture, pattern, colour, form)
- Knowledge of artists
- Evaluating

These strands are revisited in every unit of work. In the Art and Design skills and Formal Elements of Art Units, pupils have the opportunity to learn and practise skills discreetly. The knowledge and skills from these units are then applied throughout other units within the scheme.

Key skills are revisited again and again with increasing complexity allowing children to revise and build on their previous learning.

Our scheme has been developed with reference to KAPOW (written by experts in their field) whilst being adapted to enhance the EHPA curriculum and provide opportunities to make meaningful links with other subject areas.

Creativity and independent outcomes are robustly embedded into our units, supporting students in learning how to make their own creative choices and decisions so that their art outcomes, whilst still being knowledge-rich, are unique to the pupil and personal.

Practical lessons encourage experimental and exploratory learning alongside the use of sketchbooks.

Knowledge organisers are being developed to support pupils in building a foundation of factual knowledge by encouraging recall of key facts and vocabulary.

Art Curriculum Impact

- Children will produce creative work, exploring and recording their ideas and experiences
- Children will be proficient in drawing, painting, sculpture and other art, craft and design techniques
- Children will be able to evaluate and analyse creative works using subject-specific language
- Children will know about real artists and the historical and cultural development of their art
- Children will be able to meet the end of Key Stage expectations outlined in the National Curriculum for Art and Design (evidenced through teacher assessments of each unit outcome, formative assessment and sketchbook work).

Talk like an Artist

Sentence Stems

- I like...
 - I dislike... because...
 - What else could improve this?
- In my opinion...
 - I know that... because I have observed...
 - I believe there is a pattern of...
 - I think this has developed by...
 - How does this technique make you feel?
- I believe this technique is important because...
 - Evidence suggests that the artist...
 - Over time, the changes ensure that...
 - The design element has meant that...
 - The artists... and... are similar because...
 - This art influenced the modern world by...
- I believe that the design stage shows...
 - I think the combination of media means that...
 - Using the technique of... ensured that the piece was...
 - Through working in this way, I have found that...
 - This artist has influenced my designs by...
 - This style is classically... as you can see from the...
 - It important to understand traditional/modern concepts through time because...

EYFS



Our main link to art is within our ‘Expressive Arts and Design’ area of learning

3-4 year olds	Expressive Arts and design		Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises. Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc. Explore colour and colour mixing. Continues to explore colour and how colours can be changed Develops an understanding of using lines to enclose a space, and begins to use drawing to represent actions and objects based on imagination,
Reception	Expressive Arts and design		Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills. Develops their own ideas through experimentation with diverse materials, e.g. light, projected image, loose parts, watercolours, powder paint, to express and communicate their discoveries and understanding.
ELG	Expressive Arts and Design	Creating with Materials	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used

Other areas of learning that may link to art:

3-4 year olds	Physical Development		Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. Manipulates a range of tools and equipment in one hand, tools include paintbrushes, scissors, hairbrushes, toothbrush, scarves or ribbons
Reception	Physical Development		Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Develop overall body-strength, balance, coordination and agility
ELG	Physical Development :	Fine Motor	Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases. • Use a range of small tools, including scissors, paintbrushes and cutlery. • Begin to show accuracy and care when drawing.
ELG	Understanding the World	The Natural World	Explore the natural world around them, making observations and drawing pictures of animals and plants.

How we do this in our provision...

Provide interesting objects to draw and paint, pointing out key features.

Investigate and explore colour mixing.

Use and explore a variety of tools everyday including chinks, pens, pencils and paintbrushes.

Observe and talk about famous artist's work, highlighting colour, movement or line.

Express their ideas through a variety of mediums including clay, playdough, loose parts, collage and paint.

Visit art galleries or museums to generate inspiration and conversation about artwork and artists.

Work collaboratively to both use tools and materials and to tidy up.

Talk about colour names and shades.

Talk about their own work, evaluate and reflect.

Year 1



Art: Art and Design Skills

Design: Lego Print	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	Children use lego to create their own prints; painting and stamping their blocks to create patterns, pictures and letters, using a variety of colours and sizes and explaining the choices they make.	
Learning about: Louis Wain	To use drawing, painting and sculpture to develop and share ideas, experiences and imagination. • To develop a wide range of art and design techniques in using 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.	Exploring and analysing the work of Louis Wain, children consider the stories behind some of his paintings before acting out some of the scenes depicted to deepen their understanding.	
Drawing: Experimenting with Media	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.	Inspired by famous abstract artists, including Kandinsky, children draw around and overlap 2D shapes to create an abstract composition, filling each shape with a different colour and medium.	
Painting: Colour Mixing	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.	By mixing different hues of blue and yellow, children fill an outline of their hand with varying shades of green, decorating their piece with dots, zigzags, stripes, wavy lines and shapes.	
Printing: Penshaw Monument	To use a range of materials creatively to design and make products • To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	Children develop their printing skills, creating an impressive print using shaving foam and ink to represent Penshaw Monument/Sunderland Landmark	

Art: Formal Elements

Shape: Abstract Compositions	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.	Experimenting with composition, children create a piece of abstract art inspired by artist Beatriz Milhazes.	
Line 1: Exploring Line	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. • To learn 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.	Children arrange pieces of string to create different shapes then draw these from observation, using pencils and chalk, inspired by the artist Bridget Riley	
Line 2: Making Waves (banks and hills)	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space, to use drawing to develop and share their ideas, experiences and imagination. • Evaluate and analyse creative works using the language of art, craft and design.	Building on their learning of line, children listen to music and work expressively with a variety of media, to create a single large piece of art, inspired by the countryside (hills), inspired by Darren Mundy	
Colour 1: Making Colours	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. • To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	Through play-doh, children are introduced to the primary colours of red, blue and yellow and learn how they can be mixed to make secondary colours.	
Colour 2: Painting with Colour	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. • To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	Children put into practice their understanding of colour mixing to recreate their own versions of the artwork by Darren Mundy.	

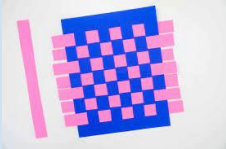
Art: Landscapes Using Different Media

Landscapes	Use a range of materials creatively to design and make products · Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. · Learn about the work of a range of artists describing the differences and similarities between different practices and disciplines, and making links to their own work.	Focusing on composition, children consider where to place the horizon and tide lines within their artwork, inspired by Renoir, Sorolla and Peder Severin Krøyer.	
Coastal Landscape Textures	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. · Learn 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.	To use a range of materials, from cardboard to foil, to replicate the textures found on an ocean landscape.	
Shades and the colour of ice, sea and sky	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space · Use a range of materials creatively to design and make products. · Learn 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. · Become proficient in drawing, painting, sculpture and other art, craft and design techniques. · Learn 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.	To use collage to create different tints, shades and hues for the background of a beach/ocean scene	
Painting over texture	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. · Become proficient in drawing, painting, sculpture and other art, craft and design techniques. · Learn 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.	To add colour using poster paints to a textured background.	
Antarctic Collage	Become proficient in drawing, painting, sculpture and other art, craft and design techniques. · Use a range of materials creatively to design and make products.	To add objects and images with added detail and shading.	

Year 2



Art: Art and Design Skills

Clay	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 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.	Developing their sculpting and modelling skills, children experiment with using different objects to create interesting textures on the surface of a clay tile.	
Weaving a picture	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	Children learn the craft of weaving, overlapping coloured strips of paper to create a checkerboard, then selecting a shape to overlay onto the weave and decorating.	
Drawing: shading	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	Working in the style of Nancy McCroskey's mural, 'Suite in Black, White and Grey', children draw six boxes, filling each with a line that starts at one edge and finishes at another. Then experiment with tone by shading the different areas they have made.	
Painting:	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	Whilst designing a rollercoaster ride for Sunny, children develop their painting skills; working to ensure that they use the right amount of paint, hold the brush correctly and use single, sweeping strokes.	
Learning about: drawing for fun	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.	Making drawing feel achievable to all abilities, through identifying the basic shapes within images and objects to be drawn (Meerkat Face)	

Art: Formal Elements

Repeating Patterns	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 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.	Having looked at the patterns around them, children dip everyday objects in paint to create repeating patterns, varying the direction of the pattern and colours of the paint and paper.	
Taking Rubbings	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.	Using media of their choosing, children go in search of textures that interest them to take rubbings of in the outdoor classroom.	
Frottage	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. • To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	Children are introduced to 'frottage', tearing their rubbings from the previous lesson to make pictures in the style of the artist who created the technique, Max Ernst.	
3D Pencil Drawings	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 line, shape, form and space. • Be taught 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.	After completing a line drawing of a piece of ribbon, children add tone to make it look three dimensional using different gradients of pencil in the style of Ed Ruscha.	
3D Colour Drawings Learning About... Drawing for Fun	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 line, shape, form and space. • Be taught 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. 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.	Concentrating on showing light and dark areas last lesson, children turn their attention to the water lily painting by Monet and use colourful pastels and chalks to depict the tone within the water, flowers and leaves (leaves could be frottage). Making drawing feel achievable to all abilities, through identifying the basic shapes within images and objects to be drawn.	

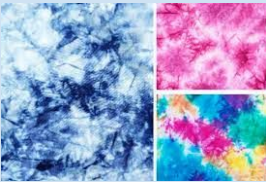
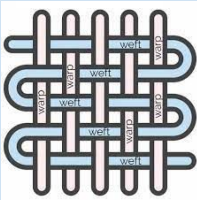
Art: Sculpture and Mixed Media (Heroes)

Superhero Figures	To use a range of materials creatively to design and make products. • To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	Pupils pose in a 'superhero' stance for their partner to sketch and then use wire and plasticine or foil to turn their drawings into a three dimensional form.	
Drawing Expressions	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	Looking at emojis, children consider emotions and learn how making slight changes to the eyes, mouth and eyebrows significantly alters an expression.	
Multimedia Superheroes Part 1	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. • Be taught 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.	In the first of three lessons based on the work of Roy Lichtenstein, children work in groups to create a composition with figures, splashes and action words, adding texture, definition and pattern to the piece.	
Multimedia Superheroes Part 2	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. • Be taught 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	Building on the previous lesson, in groups, children work a colour wash into their piece and using their fingers, apply a dot matrix effect, similar to that in Lichtenstein's 'Explosion'.	
Multimedia Superheroes Part 3	• To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. • Be taught 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.	Children finish their compositions by making them 'pop', adding bright pastels in sections and applying a black shadow highlight so the figures stand out.	

Year 3



Art: Craft

Mood Board	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. • Create sketch books to record their observations and use them to review and revisit ideas. • Improve their mastery of art and design techniques.	Children carefully select and curate fabrics, colours, textures and images to inspire them in this topic through making a Rainforest mood board.	
Tie-dyeing Materials	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.	Relating the technique to wax resist, children learn how to create patterns on materials using tie-dye, exploring different effects.	
Paper Weaving	Develop their techniques, including their control and their use of materials. • Improve their mastery of art and design techniques, including weaving. • Learn about great artists, architects and designers in history.	Pupils look at how to use strips of paper to create a weave, familiarising themselves with terms such as warp and weft.	
Weaving other Material	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. • Improve their mastery of art and design techniques, including weaving.	Using their weaving skills from the previous lesson and their tie-dyed materials from Lesson 2, children weave with fabric using a loom.	
Sewing a T-shirt	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. • Improve their mastery of art and design techniques, including sewing.	Using their tie-dyed t-shirt from Lesson 2, children sew a shape or fabric weave onto the front, inspired by their Rainforest mood board.	

Art: Prehistoric Art

Exploring Prehistoric Art	Create sketchbooks to record their observations and use them to review and revisit ideas. • Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. • 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.	Children are introduced to cave art and reflect upon the purpose of the drawings before working on developing their sense of proportion in drawing.	
Charcoal Animals	Improve their mastery of art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay]. • Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. • 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.	Children scale up their drawings from the previous lesson and use a different medium, charcoal, in their work.	
Prehistoric Palette	Improve their mastery of art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay]. • 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.	After experimenting with the colours and effects that can be created using natural materials, pupils make their own paints using spices and objects found on a nature walk.	
Painting on the Cave Wall	• 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. • To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. • About great artists, architects and designers in history.	Children paint their prehistoric animal picture that they drew earlier in the topic.	
Hands on a Cave Wall	• 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.	Children work on a collaborative class piece of prehistoric inspired art, creating hand prints onto a textured background	

Art: Formal Elements

Seeing simple shapes	Pupils should be taught to develop their techniques, including their control and their use of materials.	Children go on a shape hunt around the school, identifying, drawing and labelling the different shapes that make up the objects they find.	
Geometry	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].	Taking a simple drinks can, children learn to first study an object to identify the simple geometric shapes it's made up of, before sketching out the details using light guidelines.	
Working with Wire	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].	Following a template, children work with wire, bending and twisting it to create the form of an Iron Man, using smaller pieces of wire to add features.	
The four rules of shading	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. · To improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay].	Children learn and apply the four rules of shading; to work evenly and neatly, in one direction, with straight edges and no gaps.	
Shading from Light to Dark	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. · To improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay].	Continuing with their work on tone, pupils employ their patience to practice shading smoothly from light to dark, filling the outline and background of an Iron Man template with tone, contrasting the background with the inside of the template.	

Art: Art and Design Skills (Stand Alone Lessons)

Drawing: My Toy Story	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 [for example, pencil, charcoal, paint, clay].	Bringing in their favourite soft toy from home, children draw from observation, first positioning the toy so they have their preferred vantage point, then sketching in the basic shape outlines using the natural movement of the wrist before finally adding in details.	
Craft and Design: Shadow Puppets	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 [for example, pencil, charcoal, paint, clay].	Children create Christmas inspired shadow puppets from templates or by drawing their own silhouettes, then make and decorate a puppet theatre using a cereal box, ready for a performance.	

Year 4



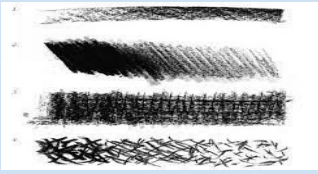
Art: Art and Design

Learning about Artists: Curators	Produce creative work, exploring their ideas and recording their experiences. • 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 form.	After learning about the role of a 'curator', children curate an exhibition of their own based on a collection of modern day items that an Anglo Saxon Visitor from the past MUST know about. Things I can't live without...	 5 Things I can't live without
Craft: Soap Sculptures	Improve their mastery of art and design techniques, including drawing, painting and sculpture.	Referring to the works of Barbara Hepworth, children use a variety of tools to carve a piece of soap into a sculpture (e.g. Anglo Saxon brooch).	
Design: Willow Pattern	To improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay]. • About great artists, architects and designers in history.	Children design their own willow pattern style plate based on Beowulf, first drawing three key characters, then going over the details with ink, before finally using a wash in lighter tones of blue.	
Design: Optical Illusions	To improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay].	Inspired by the 'lenticular prints' of Luz Perez Ojeda, children carefully cut two images into strips and by alternating them side by side, in sequential order, and then folding, they create an optical illusion piece of art (Alfred the Great)	
Drawing: Still Life	To create sketchbooks 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 [for example, pencil, charcoal, paint, clay].	Children look at the still life artworks of Giorgio Morandi and then arrange a collection of objects in an interesting way to sketch, drawing the outlines of the objects before adding in light, medium and dark tones to their work.	
Painting: Paul Cezanne	To develop a wide range of Art and design techniques in using colour, pattern, texture, line, shape, form and space.	Learning about how Cézanne influenced the shift to modern art, children work in his style, mixing colours using short, angular strokes and painting in various directions (Still life of modern V Anglo Saxon Artefacts).	

Every Picture Tells a Story

My Parents	Learn 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.	Children analyse David Hockney's, 'My Parents', describing the piece, including the formal elements (shape, form, tone, texture, pattern, colour) to someone who can't see the painting before acting out the scene within it.	
The Dance	Learn 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.	Unpicking and analysing Paula Rego's 'The Dance' and discussing the formal elements of the piece, children learn to justify their opinion by referencing specific aspects of the painting.	
Table for Ladies	Learn 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.	To help understand the story behind this Edward Hopper painting, children create a role-play to view the work from another perspective	
Children's Games	Learn 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.	Pupils explore Brueghel's painting, 'Children's Games' before re-creating it as a photo collage, but with a modern twist.	
Fiona Rae	Learn 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.	Developing their understanding of abstract art, children discuss the story behind Fiona Rae's work and create their own piece to represent the same themes.	

Art: Formal Elements

Texture: Charcoal Mark Making	To create sketchbooks 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 [for example, pencil, charcoal, paint, clay].	After experimenting with the different marks that charcoal can make, children are challenged to represent the meaning of a given list of words and phrases, in an abstract way	
Texture and Pattern: Playdough printing	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	Children imprint Roman inspired texture and pattern into a piece of playdough using a selection of clay tools and everyday objects, then create prints from their blocks by applying ink to the surface and placing a piece of paper on top	
Pattern 1: Stamp Printing	To improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay]. • To improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay]	Drawing around geometric shapes onto polystyrene foam and securing to a cork or lego brick, children make a stamp to create repeating patterns, varying configurations and their use of colour.	
Pattern 2: Reflection and Symmetry	To create sketchbooks 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 [for example, pencil, charcoal, paint, clay].	Children draw an image and then select a small section to trace into one square of a quadrant, they continue flipping and tracing into the next square of the quadrant until the 'flip pattern' is complete.	
Pattern 3: Flower of Life	To create sketchbooks 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 [for example, pencil, charcoal, paint, clay].	Using a compass and following precise instructions, children make an image of overlapping and interconnected circles to recreate the sacred geometric symbol, 'the flower of life' (Link to Roman Mosaics)	

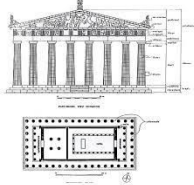
Art: Sculpture

Making Drums from Recycling	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. • Improve their mastery of art and design techniques. • Become aware of the work of well known artists.	In this lesson, pupils recycle metal tins, turning them into drums and use wax resist techniques to decorate them in original ways.	
Arcimboldo	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. • Improve their mastery of art and design techniques. • Learn about great artists, architects and designers in history	Inspired by the work of Archimboldo and using the idea of turning other objects into something new, pupils create a fruity face collage.	
Sokari Douglas Camp	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. • Create sketch books to record their observations and use them to review and revisit ideas. • Improve their mastery of art and design techniques. • Learn about great artists, architects and designers in history.	Exploring the work of this talented sculptor, pupils use themselves as an active part of their own sculptures.	

Year 5



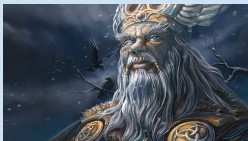
Art: Formal Elements - Architecture

House Drawing	Improve their mastery of art and design techniques, including drawing. • Create sketchbooks to record their observations.	Children draw the Acropolis from observation; interpreting the details accurately and drawing what they see rather than what they think it looks like.	
House Monoprints	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. • Improve their mastery of art and design techniques	Based on a section of their drawing from Lesson 1, children create a dramatic monoprint using ink.	
Hundertwasser House	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. • Create sketchbooks to record their observations and use them to review and revisit ideas. • Learn about great artists, architects and designers in history.	Inspired by the work of Hundertwasser, children add vibrant colours to an image of the Acropolis	
Be an Architect	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. • Create sketchbooks to record their observations and use them to review and revisit ideas. • Learn about great artists, architects and designers in history.	Children design a building, choosing whether to draw either a perspective view, plan view or a front elevation of their original Acropolis design.	
Monument	Improve their mastery of art and design techniques, including drawing, painting and sculpture. • A three-dimensional piece of artwork. • Create sketchbooks to record their observations and use them to review and revisit ideas. • Learn about great artists, architects and designers in history.	After learning about what monuments are, children design their own to reflect something they want to commemorate.	

Art: Every Picture Tells a Story

Banksy	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. • 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].	Every Picture Tells A Story: Looking past the seemingly discriminatory tone of Banksy's Clacton Pigeon Mural, children consider what message he was really trying to convey and alter the image to reflect British Values.	
Inspired by Rorschach	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.	Children learn that the inkblots which inspired Andy Warhol's 'Rorschach, 1984' were a set of psychological tests designed by the Swiss psychologist himself, and that the message of the inkblot really comes from how it is interpreted by the viewer.	
Emojis	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.	Pictographs existed even before language did and children use the ever prevalent pictogram of the 21st century, the emoji, to create sentences and convey meaning.	
John Singer Sargent	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. • 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].	Through the piece 'Gassed' by John Singer Sargent, pupils explore the human side of the image and work in groups to re-enact the scene from World War 1, positioning themselves like the soldiers in the piece and taking a photo of the final composition.	
Magdalene Odundo	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 • 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]	By loosely playing around with shapes, Kenyan artist Magdalene Odundo creates ideas for her ceramic pots, and children work in the same way, with space around them (outdoors/pavement), using two different colours of chalk and their whole bodies to make long sweeping arm movements.	

Art: Design for a purpose

Coat of Arms	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. • To improve their mastery of art and design techniques.	After learning about how the coat of arms originated and how they are used today, children create a design for a coat of Arms for a character from Viking Boy	
Designing Spaces	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 to improve their mastery of art and design techniques.	Working to a specific brief, children work collaboratively to create a design for a new great hall at the steading..	
Changing Spaces	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. • To improve their mastery of art and design techniques.	Children use cut out shapes to help them experiment and develop their design ideas.	
What's in a name?	Design purposeful, functional, appealing products for themselves and other users. • Based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	Pupils are given a word as a product name, which they then devise a product idea for which will be a gift for Odin..	
Adverts	Design purposeful, functional, appealing products for themselves and other users based on design criteria generate, • Develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	Children create and then present a pitch to sell their product.	

Art: Art and Designs Skills

Drawing: A walking line	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. • 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].	Based on Paul Klee's belief that "a drawing is simply a line going for a walk", children take a black and white photocopy of a textured material centred on an A3 page and using a pencil, extend the drawing outwards, drawing in any tones they see.	
Drawing: Picture the Poet	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].	Children draw a portrait of themselves or a partner, using just one continuous line, then referring to a poem or text, write over the lines, creatively varying the size and style of their writing to suit the details of the picture.	
Learning About...How Artists Work	To create sketch books to record their observations and use them to review and revisit ideas.	Children work imaginatively to develop an idea of their own, sourcing pictures, photos and illustrations, they practice sketching their images before producing a final drawing based on Viking longboats.	

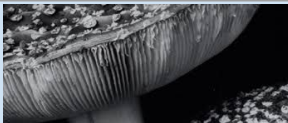
Year 6



Art: Art and Design - Landscape

Analysis and Evaluation	To evaluate and analyse creative works using the language of art, craft and design	Through the analysis of Nicholas Roerich's, work children begin to understand the elements of form, context, content, process and mood.	
Analysis and Evaluation	To evaluate and analyse creative works using the language of art, craft and design	Through the analysis of an artists work children begin to understand the elements of form, context, content, process and mood.	
Drawing Perspective	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. • Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	Follow step by step guidance on how to achieve perspective within a sketch. Use the horizon line and the use of tone in the foreground and background to enhance this.	
Drawing Perspective	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. • Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	Follow step by step guidance on how to achieve perspective within a sketch. Use the horizon line and the use of tone in the foreground and background to enhance this.	
Complementary and Contrasting Colours	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. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	Children will create a final piece by applying the perspective skills they have learnt and making careful colour choices in order to produce a mountain scene inspired by the work of Nicholas Roerich	

Art: Art and Design - Photography

Photography: Photomontage	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 · To improve their mastery of art and design techniques	Pupils are shown the work of different photomontage artists to see the effects that can be created before then crafting their own	
Photography: Truisms	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 · To improve their mastery of art and design techniques	After exploring the idea of truisms, children create their own piece of art by matching a truism with a powerful photography to mirror its message and learn about the artist Jenny Holzer	
Photography: Macro Photography	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 · To improve their mastery of art and design techniques	Focusing on the work of Edward Weston, children observe the abstract-looking images created through macro photography - <i>photography at the beach</i>	
Photography: Self Portraits	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 · To improve their mastery of art and design techniques	By looking at the many different examples of self portraits over time, children use photography to create their own recreating characteristics of an era of their choice.	
Photography: Expressions in Photography	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 · To improve their mastery of art and design techniques	Looking at The Scream by Edvard Munch, children recreate the image adding an expressive photo self portrait to a background created in another medium (replacing figures in a range of portraits)	
Skills Lesson: Zentangle Printing	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 · 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]	In the first of two lessons children listen to ambient music while creating small squares of 'zentangle' patterns; an abstract drawing created using repetitive patterns Using a chosen zentangle pattern from last lesson, children create a reverse system print process by transferring their design onto a polyprint tile, using a pen to create a deep line and then printing onto fabric, repeating the print process to create a pattern	

Art: Make my Voice Heard

Graffiti Artists' Tag	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. • 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.	Children express their personality, transforming their names into graffiti tags, using block lettering, serifs contrasting colours and shadow.	
Kathe Kollwitz		After viewing the emotive works of Käthe Kollwitz, children draw their own portraits using a series of lines and experiment with 'halo' and 'chiaroscuro' techniques.	 
Clay Sculpture		Children turn their Käthe Kollwitz inspired drawings from Lesson 2 into sculptures fit for the Fourth Plinth in Trafalgar Square, being aware of the message their sculpture portrays through its expression and looking at sculptors such as Mark Wallinger.	
Guernica 1: Pablo Picasso		Having learned about the symbolism used in Picasso's 'Guernica', children plan their own composition based upon this famous piece, using symbols reflective of the First World War and plotting contrasting areas of black and white.	
Guernica 2: Pablo Picasso		Continuing with their 'Guernica' inspired compositions from last lesson, children apply paint in tones of black, white and grey, standing back from their work at regular intervals to ensure that they maintain balance in their piece.	

Art: Art and design Skills

Making a Hat	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].	Working in groups children design and make a prototype Maya hat/headress for a specific purpose, sharing ideas, making sketches and finally constructing their design.	
Painting: Impressionism	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].	Children are given one sixth of 'The Japanese Footbridge' by Claude Monet as a vertical strip, to accurately draw what they see on their fraction of the painting and then practise mixing and applying paint to match the original.	
Learning about: the work of Edward Hopper	Evaluate and analyse creative works using the language of art, craft and design.	Aimed to empower children to discuss and explore works of art, children analyse, among others, Edward Hopper's 'Nighthawks' answering questions on some of the fundamental elements of art, including; scene, technique, form and shape, colour and light.	