



The Art Curriculum

Year 1

Intent	<p>At Benjamin Adlard Primary School we value and are dedicated to the teaching of Art and Design Technology. We see this as a fundamental part of school life. We are committed to providing an 'Arts Rich Curriculum' for our children. We believe that by developing this, we can contribute to the quality of our children's lives, both within and beyond school. We see art and design as a means to support learning in a range of ways. The skills that are developed in these subjects can be transferred across the curriculum and thus aid learning.</p>
Implementation	<p>As a school and in accordance with the National Curriculum's and Early Years Curriculum expectations, we aim to ensure that all pupils:</p> <ul style="list-style-type: none"> • 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, architects and understand the historical and cultural development of their art forms • Class teachers are responsible for teaching art, although there may be times when professional artists/helpers will be involved in the teaching. <p>We take every opportunity to develop links with outside agencies and experts in order to enrich our Art and Design provision.</p> <p>Some of the key themes will be Art based and at the beginning of each theme key subject and academic vocabulary lists are created with child friendly definitions. These are displayed in classes, revisited and then tested in low stake tests. This constant repetition of key vocabulary helps develop our pupil's knowledge and understanding. The curriculum coverage is taught in a progressive and purposeful manner. The skills used in Art are assessed termly through the 'Aspiration Map' where teachers use their teacher knowledge and AFL to make judgements on age relatedness. The curriculum coverage is taught in a progressive and purposeful manner. Through our key concepts we teach progressive skills and knowledge across school building on prior learning and preparing for future knowledge and skill acquisition. The connection of the skills, knowledge and concepts across the geography curriculum is an important part of our Art curriculum implementation</p>
Impact	<p>Our children enjoy the self-expression that they experience in Art. They are keen to learn new skills and work hard to perfect those shown to them. They remain resilient and focused and the development of skills helps them to express feelings and emotions in their work, as well demonstrating their knowledge of artists and key skills. They will have worked with a range of mediums and developed progressive techniques helping them to create things of beauty. Children will be proud of their work and want to display it.</p>

Year 1 – Autumn 1		Unit 1 – Formal elements of art		
National Curriculum Objectives Covered				
<ul style="list-style-type: none">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 imaginationTo develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and spaceTo know 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				
Cross Curricular links				
<ul style="list-style-type: none">Maths – recognise and name common 2D and 3D shapes.Maths – read and write numbers to 20.Music – listen with concentration and understand a range of high-quality live and recorded music.				
Prior Learning - EYFS				
In EYFS, children will have learnt the colour names and 2d shapes associated with creating their abstract art. They will have had opportunities to develop their fine motor skills through mark making and pencil control.				
By the end of this unit pupils will have had the opportunity to:				
Drawing	Explore mark making, experiment with drawing lines and use 2D shapes to draw			
Craft technique	Learn a range of materials and techniques such as clay-etching, printing and collage.			
Colour	Remember the primary colours and how to mix them to create secondary colours. Create shades of a colour and choose and justify colours for purpose.			
Line	Use, express and experiment with line for purpose, then use appropriate language to describe lines.			
Shape	Identify, describe and use shape for purpose.			
Creating original artwork	Explore and create ideas for purposes and intentions.			
Progression through the art curriculum				
Year 2	Year 3	Year 4	Year 5	Year 6
<p>Drawing - Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials.</p> <ul style="list-style-type: none">Art & Design SkillsHuman FormSculpture & Media	<p>Drawing - Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media.</p> <ul style="list-style-type: none">Formal ElementsArt & Design Skills: Craft & DesignPrehistoric Art	<p>Drawing - Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing.</p> <ul style="list-style-type: none">Formal ElementsArt & Design Skills	<p>Drawing - Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line.</p> <ul style="list-style-type: none">Formal ElementsArt & Design SkillsDesign For a Purpose	<p>Drawing - Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.</p> <ul style="list-style-type: none">Art & Design SkillsMake My Voice HeardStill Life
<p>Craft technique - Use a range of materials to design and make products including craft, weaving, printmaking, sculpture and clay.</p> <ul style="list-style-type: none">Art & Design Skills: Craft: ClayHuman FormSculpture & Media	<p>Craft technique - Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products.</p> <ul style="list-style-type: none">Formal ElementsArt & Design Skills: Craft & DesignPrehistoric ArtCraft	<p>Craft technique - Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work.</p> <ul style="list-style-type: none">Formal Elements: Texture and Pattern: Playdough PrintingArt & Design Skills: Design: Optical	<p>Craft technique - Create mixed media art using found and reclaimed materials. Select materials for a purpose.</p> <ul style="list-style-type: none">Formal ElementsDesign For Purpose	<p>Craft technique - Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms.</p> <ul style="list-style-type: none">Art & Design Skills: CraftStill LifePhotography

<p>Colour - Mix, apply and refine colour mixing for purpose using wet and dry media. Describe their colour selections.</p> <ul style="list-style-type: none"> • Formal Elements • Sculpture & Media 	<p>Colour - Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes.</p> <ul style="list-style-type: none"> • Art & Design Skills • Prehistoric Art • Craft 	<p>Illusions</p> <p>Colour - Analyse and describe colour and painting techniques in artists work. Manipulate colour for print.</p> <ul style="list-style-type: none"> • Art & Design Skills • Every Picture Tells a Story 	<p>Colour - Select and mix more complex colours to depict thoughts and feelings.</p> <ul style="list-style-type: none"> • Formal Elements • Every Picture Tells a Story • Design For Purpose 	<p>Colour - Mix and apply colours to represent still life objects from observation. Express feelings and emotions through colour. Study colours used by Impressionist painters.</p> <ul style="list-style-type: none"> • Art & Design Skills • Still Life
<p>Line - Draw lines with increased skill and confidence. Use line for expression when drawing portraits.</p> <ul style="list-style-type: none"> • Sculpture & Media 	<p>Line - Express and describe organic and geometric forms through different types of line.</p> <ul style="list-style-type: none"> • Art & Design Skills • Prehistoric Art 	<p>Line - Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.</p> <ul style="list-style-type: none"> • Art & Design Skills • Every Picture Tells a Story 	<p>Line - Extend and develop a greater understanding of applying expression when using line.</p> <ul style="list-style-type: none"> • Every Picture Tells a Story • Design For Purpose 	<p>Line - Deepen knowledge and understanding of using line when drawing portraits. Develop greater skill and control. Study and apply the techniques of other artists.</p> <ul style="list-style-type: none"> • Art & Design Skills • Make My Voice Heard • Still Life
<p>Shape - Compose geometric designs by adapting the work of other artists to suit their own ideas.</p> <ul style="list-style-type: none"> • Sculpture & Media 	<p>Shape - Identify, draw and label shapes within images and objects. Create and form shapes from 3D materials.</p> <ul style="list-style-type: none"> • Formal Elements • Prehistoric Art 	<p>Shape - Create geometric compositions using mathematical shapes. Analyse and describe the use of shape in artist's work.</p> <ul style="list-style-type: none"> • Formal Elements • Every Picture Tells a Story 	<p>Shape - Composing original designs by adapting and synthesising the work of others. Analyse and evaluate artists' use of shape.</p> <ul style="list-style-type: none"> • Every Picture Tells a Story 	<p>Shape - Fluently sketch key shapes of objects when drawing. Create abstract compositions using knowledge of other artists' work.</p> <ul style="list-style-type: none"> • Art & Design Skills • Still Life
<p>Create original artwork - Use artist sources to develop their own original artwork. Gaining inspiration for artwork from the natural world.</p> <ul style="list-style-type: none"> • Art & Design Skills • Sculpture & Media • Human Form 	<p>Create original artwork - Create personal artwork using the artwork of others to stimulate them.</p> <ul style="list-style-type: none"> • Art & Design Skills 	<p>Create original artwork - Use literary sources to inspire art. Express thoughts and feelings through the tactile creation of art. Manipulate materials to achieve desired effects. Represent ideas from multiple perspectives..</p> <ul style="list-style-type: none"> • Art & Design Skills • Prehistoric Art 	<p>Create original artwork - Express thoughts and feelings about familiar products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.</p> <ul style="list-style-type: none"> • Formal Elements • Art & Design Skills • Every Picture Tells a Story 	<p>Create original artwork - Express thoughts and feelings about familiar products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.</p> <ul style="list-style-type: none"> • Formal Elements: • Art & Design Skills • Every Picture Tells a Story
Key knowledge acquired throughout this unit			Key skills acquired throughout this unit	

- I know horizontal lines go from left to right, across the page, like a horizon line.
- I know vertical lines go up and down, the length of page, from top to bottom.
- I know cross hatched lines are overlapping parallel lines which run alongside each other.
- I know the primary colours are red, yellow and blue.
- I know the secondary colours are orange, green and purple.
- I know what abstract art is.
- I know there are different ways of drawing lines.

- Generating ideas in response to artists' work
- Evaluating the work of others through discussions
- Developing skill and control with painting
- Understanding how art relates to the world around us
- Using materials and printmaking
- Evaluating Strengths and weaknesses of their work
- Drawing using 2D geometric shapes
- Generating ideas for patterns
- Creating original patterns and designs

Subject knowledge and teaching guidance

Horizontal lines go from left to right, across the page, like a horizon line.



Vertical lines go up and down, the length of the page, from top to bottom.



Cross hatched lines are overlapping parallel lines which run alongside each other.



The primary colours are: Red, yellow and blue



The secondary colours are: Orange, green and purple.



Working collaboratively means, to work in a group on the same piece of work.



Key Assessments

- Do children understand the terms abstract, composition and shape?
- Can children experiment with a range of mark making techniques?
- Do children know the name of primary and secondary colours?
- Can children mix colours to make secondary colours?

Key vocabulary and definitions

Abstract	Art work made from colours, shape and pattern rather than objects which you recognise.
Composition	Where the shapes or objects are placed in a picture.
Shape	The form of an object.
Photorealism	A painting that is so detailed it looks like a photograph.
Primary colours	Colours which cannot be created by mixing other colours.
Secondary colours	Colours are made by mixing two colours
Optical illusion	An image that tricks your eyes and brain to see something different from the actual image.
Pop art	A simple style of art using bright colours and everyday objects.
Op art	Optical illusion art
Modern art	Artwork made between 1860s and 1970s.
Contemporary	The art of today, made in the second half of the 20 th century or in the 21 st century.

Artist Work Looked At



David Hockney
A modern artist from Britain who is known for his Pop art.

Homage to David Hockney No.1, 2008, Holly Freeman
In © Copyright administrator: Bridgeman Images

Vija Celmins
She creates photorealistic paintings of the natural environment.



Artwork © Vija Celmins / Matthew Marks Gallery,
Vija Celmins, Untitled (Ocean), 1968, Photo
© Gift of Lannan Foundation / Bridgeman Images



Bridget Riley
A modern artist from Britain. Famous for using shapes and patterns placed together to create optical illusions.

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Jasper Johns
A modern artist. He creates large and bold abstract pieces and Pop art.



Artwork © Jasper Johns/WAGA at ARS, NY and DACS, London 2020
Jasper Johns, Numbers in Color, 1958-59,
Photo © David Lees Photography Archive / Bridgeman Images



Beatriz Milhazes
A contemporary artist from Brazil in South America. She makes bold and colourful abstract paintings and patterns.

Rosa Nocturna, 2006-2007, Beatriz Milhazes
In © Copyright holder: Brian Pinkley (bpinkley@jamescohan.com)

Medium Term Planning

Week 1	Week 2	Week 3	Week 4	Week 5
To create abstract art.	To create a line drawing.	To create a water effect using line.	To learn about primary and secondary colours.	To paint with colours.

Year 1 – Autumn 2		Unit 2 – Art and Design Skills		
National Curriculum Objectives Covered				
<ul style="list-style-type: none">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 imaginationTo develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and spaceTo know 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				
Cross Curricular links				
<ul style="list-style-type: none">History - events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]Maths Recognise and name common 2D and 3D shapes [including 2D shapes [for example, rectangles (including squares), circles and triangles]English spoken language - participate in discussions, presentations, performances, role play, improvisations and debates				
Prior Learning				
In EYFS, children will have used a variety of techniques and media. They would have manipulated materials to a plan affect and they would have explored what happens when they mix colour. Children will have created simple representation using a particular colour to present a purpose.				
By the end of this unit pupils will have had the opportunity to:				
Drawing	Explore mark making, experiment with drawing lines and use 2D shapes to draw.			
Painting	Develop skill and control when painting. Paint with expression.			
Colour	Remember the primary colours and how to mix them to create secondary colours. Create shades of a colour and choose and justify colours for purpose.			
Line	Use, express and experiment with line for purpose, then use appropriate language to describe lines.			
Form	Learn about form and space through making sculptures and developing language.			
Pattern	Understand patterns in nature, design and make patterns in a range of materials.			
Shape	Identify, describe and use shape for purpose.			
Creating original artwork	Explore and create ideas for purposes and intentions.			
Progression through the art curriculum				
Year 2	Year 3	Year 4	Year 5	Year 6
<p>Drawing - Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials.</p> <ul style="list-style-type: none">Art & Design SkillsHuman FormSculpture & Media	<p>Drawing - Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media.</p> <ul style="list-style-type: none">Formal ElementsArt & Design Skills: Craft & DesignPrehistoric Art	<p>Drawing - Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing.</p> <ul style="list-style-type: none">Formal ElementsArt & Design Skills	<p>Drawing - Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line.</p> <ul style="list-style-type: none">Formal ElementsArt & Design SkillsDesign For a Purpose	<p>Drawing - Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.</p> <ul style="list-style-type: none">Art & Design SkillsMake My Voice HeardStill Life
<p>Painting - Further improve skill and control when painting. Paint with creativity and expression.</p> <ul style="list-style-type: none">Art & Design SkillsSculpture & Media	<p>Painting - Increase skill and control when painting. Apply greater expression and creativity to own paintings.</p> <ul style="list-style-type: none">Art & Design Skills	<p>Painting - Develop skill and control when painting. Paint with expression. Analyse painting by artists.</p> <ul style="list-style-type: none">Art & Design Skills	<p>Painting - Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression.</p> <ul style="list-style-type: none">Formal Elements	<p>Painting - Paint with greater skill and control, applying tonal techniques and more complex colour theory to own work.</p> <ul style="list-style-type: none">Art & Design Skills



<p>Colour - Mix, apply and refine colour mixing for purpose using wet and dry media. Describe their colour selections.</p> <ul style="list-style-type: none"> • Formal Elements • Sculpture & Media 	<ul style="list-style-type: none"> • Prehistoric Art <p>Colour - Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes.</p> <ul style="list-style-type: none"> • Art & Design Skills • Prehistoric Art • Craft 	<ul style="list-style-type: none"> • Every Picture Tells a Story <p>Colour - Analyse and describe colour and painting techniques in artists work. Manipulate colour for print.</p> <ul style="list-style-type: none"> • Art & Design Skills • Every Picture Tells a Story 	<ul style="list-style-type: none"> • Art & Design Skills <p>Colour - Select and mix more complex colours to depict thoughts and feelings.</p> <ul style="list-style-type: none"> • Formal Elements • Every Picture Tells a Story • Design For Purpose 	<ul style="list-style-type: none"> • Make My Voice Heard • Still Life <p>Colour - Mix and apply colours to represent still life objects from observation. Express feelings and emotions through colour. Study colours used by Impressionist painters.</p> <ul style="list-style-type: none"> • Art & Design Skills • Still Life
<p>Line - Draw lines with increased skill and confidence. Use line for expression when drawing portraits.</p> <ul style="list-style-type: none"> • Sculpture & Media 	<p>Line - Express and describe organic and geometric forms through different types of line.</p> <ul style="list-style-type: none"> • Art & Design Skills • Prehistoric Art 	<p>Line - Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.</p> <ul style="list-style-type: none"> • Art & Design Skills • Every Picture Tells a Story 	<p>Line - Extend and develop a greater understanding of applying expression when using line.</p> <ul style="list-style-type: none"> • Every Picture Tells a Story • Design For Purpose 	<p>Line - Deepen knowledge and understanding of using line when drawing portraits. Develop greater skill and control. Study and apply the techniques of other artists.</p> <ul style="list-style-type: none"> • Art & Design Skills • Make My Voice Heard • Still Life
<p>Form - Extend their practical ability to create 3D sculptural forms and begin to understand how to represent form when drawing.</p> <ul style="list-style-type: none"> • Human Form 	<p>Form - Further develop their ability to describe 3D form in a range of materials, including drawing.</p> <ul style="list-style-type: none"> • Art & Design Skills 	<p>Form - Further develop their ability to describe 3D form in a range of materials, including drawing.</p> <ul style="list-style-type: none"> • Art & Design Skills 	<p>Form - Further extend their ability to describe and model form in 3D using a range of materials.</p> <ul style="list-style-type: none"> • Every Picture Tells a Story 	<p>Form - Express and articulate a personal message through sculpture. Analyse and study artists' use of form.</p> <ul style="list-style-type: none"> • Art & Design Skills
<p>Pattern - Learn a range of techniques to make repeating and non-repeating patterns. Identify natural and man-made patterns. Create patterns of their own.</p> <ul style="list-style-type: none"> • Formal Elements 	<p>Pattern - Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern.</p> <ul style="list-style-type: none"> • Craft 	<p>Pattern - Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern.</p> <ul style="list-style-type: none"> • Formal Elements: Pattern and Texture: Playdough Printing • Every Picture Tells a Story 	<p>Pattern - Construct patterns through various methods to develop their understanding.</p> <ul style="list-style-type: none"> • Every Picture Tells a Story • Formal Elements 	<p>Pattern - Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern.</p> <ul style="list-style-type: none"> • Art & Design Skills
<p>Shape - Compose geometric designs by adapting the work of other artists to suit their own ideas.</p> <ul style="list-style-type: none"> • Sculpture & Media 	<p>Shape - Identify, draw and label shapes within images and objects. Create and form shapes from 3D materials.</p> <ul style="list-style-type: none"> • Formal Elements • Prehistoric Art 	<p>Shape - Create personal artwork using the artwork of others to stimulate them.</p> <ul style="list-style-type: none"> • Art & Design Skills • Prehistoric Art 	<p>Shape - Composing original designs by adapting and synthesising the work of others. Analyse and evaluate artists' use of shape.</p> <ul style="list-style-type: none"> • Every Picture Tells a Story 	<p>Shape - Fluently sketch key shapes of objects when drawing. Create abstract compositions using knowledge of other artists' work.</p> <ul style="list-style-type: none"> • Art & Design Skills • Still Life
<p>Creating original work - Use artist sources to develop their own original</p>	<p>Creating original work Create personal artwork using the artwork of</p>	<p>Creating original work Create personal artwork using the artwork</p>	<p>Creating original work Express thoughts and feelings about familiar</p>	<p>Creating original work Express thoughts and feelings about familiar products. Design new architectural</p>

<p>artwork. Gaining inspiration for artwork from the natural world.</p> <ul style="list-style-type: none"> • Art & Design Skills • Sculpture & Media • Human Form 	<p>others to stimulate them.</p> <ul style="list-style-type: none"> • Art & Design Skills 	<p>of others to stimulate them. • Art & Design Skills</p> <ul style="list-style-type: none"> • Prehistoric Art 	<p>products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.</p> <ul style="list-style-type: none"> • Formal Elements • Art & Design Skills • Every Picture Tells a Story 	<p>forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.</p> <ul style="list-style-type: none"> • Formal Elements: • Art & Design Skills • Every Picture Tells a Story
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Key knowledge acquired throughout this unit	Key skills acquired throughout this unit
<ul style="list-style-type: none"> • I know a 2d shape is flat and has just length and width. • I know a 3d shape is solid and has three dimensions. • I know how to make different shades of green by mixing different colours together. • I know a mirror image is a reflection of an image. • I know a motif is a small design which can be repeated to make a pattern. • I know yellow and blue mixed together makes green. • I know that shapes can overlap. • I know looking hard at a picture helps me to see details and understand the artwork. 	<ul style="list-style-type: none"> • Generating ideas in response to artists' work • Evaluating the work of others through discussions • Developing skill and control with painting • Understanding how art relates to the world around us • Using materials and printmaking • Evaluating Strengths and weaknesses of their work • Drawing using 2D geometric shapes • Generating ideas for patterns • Creating original patterns and designs

Subject knowledge and teaching guidance

2D shapes are flat. 3D shapes are solid.

2D square  3D cube 

I can make different shades of green, by mixing different amounts of yellow and blue together.



A mirror image is the reflection of the image.

I can look at art and explain how it makes me feel.

A motif is a small design which can be repeated to make a pattern.

Key Assessments

- Can children mix different shades of green and name the colours the different shades?
- Can the children produce a print to a reasonable standard?
- Can children look at an artistic picture and identify different elements and meanings?

Artist Work Looked At



Louis Wain
An English artist. He is known for his drawings of large-eyed cats and kittens.

© Michael Parkin Gallery/Bridgeman Images



Ilya Bolotowsky
A Russian-American abstract painter.

Artwork © Estate of Ilya Bolotowsky/NAGA at ARS, NY and DACS, London 2020 Ilya Bolotowsky, Large Tondo, 1960 (acrylic on canvas), Photo © Bolin Picture Library / Bridgeman Images



Wassily Kandinsky
An artist from Russia. He was the first artist to create modern abstract art.

© Artothek/Bridgeman Images



Renata Bernal
A modern artist from America. She works using various drawing mediums including ink, pastels and acrylic.

Key vocabulary and definitions

2d Shape	A flat shape
3d shape	A solid shape
Abstract	When the artwork is made of colour, shape and pattern rather than objects which you recognize.
Contemporary	Art work from the time we live in.
Drawing mediums	Materials to draw with.
Narrative	Storytelling through pictures.
Printing	A design is made on a surface which can then be transferred using ink.
Shade	To add black to a colour to make it darker.


Medium Term Planning

Week 1	Week 2	Week 3	Week 4	Week 5
To make a print.	To mix different shades of green.	To make a print.	To draw with different media.	To look at a picture in detail and talk about it.

Year 1 – Spring 2		Unit 3 - Landscapes using different media		
National Curriculum Objectives Covered				
<ul style="list-style-type: none">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 imaginationTo develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and spaceTo know 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				
Cross Curricular links				
<ul style="list-style-type: none">English Spoken Language - Give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelingsScience - Describe the simple physical properties of a variety of everyday materials				
Prior Learning				
In EYFS, children will have used a variety of techniques and media. They would have manipulated materials to a plan affect and they would have explored what happens when they mix colour. Children will have created simple representation using a particular colour to present a purpose.				
By the end of this unit pupils will have had the opportunity to:				
Drawing	Explore mark making, experiment with drawing lines and use 2D shapes to draw.			
Painting	Develop skill and control when painting. Paint with expression.			
Craft Techniques	Learn a range of materials and techniques such as clay-etching, printing and collage.			
Texture	Use materials to create textures.			
Tone	Understand what tone is and how to apply this to their own work.			
Progression through the art curriculum				
Year 2	Year 3	Year 4	Year 5	Year 6
<p>Drawing - Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials.</p> <ul style="list-style-type: none">Art & Design SkillsHuman FormSculpture & Media	<p>Drawing - Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media.</p> <ul style="list-style-type: none">Formal ElementsArt & Design Skills: Craft & DesignPrehistoric Art	<p>Drawing - Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing.</p> <ul style="list-style-type: none">Formal ElementsArt & Design Skills	<p>Drawing - Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line.</p> <ul style="list-style-type: none">Formal ElementsArt & Design SkillsDesign For a Purpose	<p>Drawing - Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.</p> <ul style="list-style-type: none">Art & Design SkillsMake My Voice HeardStill Life
<p>Painting - Further improve skill and control when painting. Paint with creativity and expression.</p> <ul style="list-style-type: none">Art & Design SkillsSculpture & Media	<p>Painting - Increase skill and control when painting. Apply greater expression and creativity to own paintings.</p> <ul style="list-style-type: none">Art & Design SkillsPrehistoric Art	<p>Painting - Develop skill and control when painting. Paint with expression. Analyse painting by artists.</p> <ul style="list-style-type: none">Art & Design SkillsEvery Picture Tells a Story	<p>Painting - Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression.</p> <ul style="list-style-type: none">Formal ElementsArt & Design Skills	<p>Painting - Paint with greater skill and control, applying tonal techniques and more complex colour theory to own work.</p> <ul style="list-style-type: none">Art & Design SkillsMake My Voice HeardStill Life
<p>Crat techniques - Use a range of materials to design and make products including craft, weaving, printmaking, sculpture and clay.</p> <ul style="list-style-type: none">Art & Design Skills: Craft: Clay	<p>Craft techniques - Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products.</p> <ul style="list-style-type: none">Formal Elements	<p>Craft techniques - Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work.</p>	<p>Craft techniques - Create mixed media art using found and reclaimed materials. Select materials for a purpose.</p> <ul style="list-style-type: none">Formal Elements	<p>Craft techniques - Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms.</p>

<ul style="list-style-type: none"> • Human Form • Sculpture & Media <p>Texture - Identify and describe different textures. Select and use appropriate materials to create textures.</p> <ul style="list-style-type: none"> • Formal Elements <p>Tone - Experiment with pencils to create tone. Use tone to create form when drawing.</p> <ul style="list-style-type: none"> • Formal Elements 	<ul style="list-style-type: none"> • Art & Design Skills: Craft & Design • Prehistoric Art • Craft <p>Texture - Analyse and describe texture within artists' work.</p> <ul style="list-style-type: none"> • Prehistoric Art • Craft <p>Tone - Develop skill and control when using tone. Learn and use simple shading rules.</p> <ul style="list-style-type: none"> • Formal Elements 	<ul style="list-style-type: none"> • Formal Elements: Texture and Pattern: Playdough Printing • Art & Design Skills: Design: Optical Illusions <p>Texture - Use a range of materials to express complex textures.</p> <ul style="list-style-type: none"> • Formal Elements • Every Picture Tells a Story <p>Tone - Use a variety of tones to create different effects. Understand tone in more depth to create 3D effects. Analyse and describe use of tone in artists' work.</p> <ul style="list-style-type: none"> • Art & Design Skills: • Every Picture Tells a Story 	<ul style="list-style-type: none"> • Design For Purpose <p>Texture - Develop understanding of texture through practical making activities.</p> <ul style="list-style-type: none"> • Every Picture Tells a Story <p>Tone - Develop an increasing sophistication when using tone to describe objects when drawing. Analyse artists' use of tone.</p> <ul style="list-style-type: none"> • Every Picture Tells a Story • Formal Elements 	<ul style="list-style-type: none"> • Art & Design Skills: Craft • Still Life • Photography <p>Texture - Understand how artists manipulate materials to create texture.</p> <ul style="list-style-type: none"> • Art & Design Skills: Craft • Still Life <p>Tone - Develop an increasing sophistication when using tone to describe objects when drawing. Analyse artists' use of tone.</p> <ul style="list-style-type: none"> • Every Picture Tells a Story • Formal Elements
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Key knowledge acquired throughout this unit	Key skills acquired throughout this unit
<ul style="list-style-type: none"> • I know the horizon line is where the sky meets the ground. • I know I can make different tints by adding white to my colours to lighten them. • I know how to create various textures by using different materials to show how things feel when touched. • I know how art relates to the world around us. • I know the lighter colours stand out more and the darker colours recede. 	<ul style="list-style-type: none"> • Generating ideas in response to artists' work • Evaluating the work of others through discussions • Developing skill and control with painting • Understanding how art relates to the world around us • Using materials and printmaking • Evaluating Strengths and weaknesses of their work • Drawing using 2D geometric shapes • Generating ideas for patterns • Creating original patterns and designs

Subject knowledge and teaching guidance		
<p>I know the horizon line is where the sky meets the ground.</p> 	<p>I know I can make different tints by adding white to my colours to lighten them.</p> 	<p>I can create various textures by using different materials to show how things feel when touched.</p> 

Key Assessments

- Can pupils accurately draw horizontal lines?
- Can pupils use appropriate textures
- Can pupils use paint to create tonal areas of dark and light?
- Can pupils create paintings with good use of colour and texture?

Artist Work Looked At



Key vocabulary and definitions

Figurative	Artwork which looks like real life.
Horizon line	A line which runs left to right across the page.
Impressions	The impression of what the person, object, light or place looked like, rather than exactly what it looks like
Landscape	Natural scenery
Post impressionism	An art movement that came from impressionism.
Representation	Portraying someone in a particular way.
Shading	Drawing darker pencil marks to show darker tones.
Tones	The lightness or darkness of something.

Medium Term Planning

Week 1	Week 2	Week 3	Week 4	Week 5
To identify the key features of a landscape.	To explore different textures.	To paint using tints and shades.	To reproduce and apply an artists' colour range to their own work.	To create details of using controlled paintings and other materials and objects.

Year 1 – Summer 2		Unit 4 – Sculptures and collages			
National Curriculum Objectives Covered					
<ul style="list-style-type: none">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 imaginationTo develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and spaceTo know 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					
Cross Curricular links					
<ul style="list-style-type: none">Science - describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)Science - identify and name a variety of common animals that are carnivores, herbivores and omnivoresMaths - identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line					
Prior Learning					
<ul style="list-style-type: none">In EYFS, children will have manipulated materials to a planned affect. They will have understood different media can be combined to create a new affect. They will have used a range of materials to construct a model with a purpose in mind. They will have selected appropriate resources and adapted their work. They will have used appropriate tools to assemble and join materials.					
By the end of this unit pupils will have had the opportunity to:					
Drawing		Explore mark making, experiment with drawing lines and use 2D shapes to draw.			
Craft techniques		Learn a range of materials and techniques such as clay-etching, printing and collage.			
Form		Learn about form and space through making sculptures and developing language.			
Pattern		Understand patterns in nature, design and make patterns in a range of materials.			
Shape		Identify, describe and use shape for purpose.			
Progression through the art curriculum					
	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing	Drawing - Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials. <ul style="list-style-type: none">Art & Design SkillsHuman FormSculpture & Media	Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media. <ul style="list-style-type: none">Formal ElementsArt & Design Skills: Craft & DesignPrehistoric Art	Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing. <ul style="list-style-type: none">Formal ElementsArt & Design Skills	Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line. <ul style="list-style-type: none">Formal ElementsArt & Design SkillsDesign For a Purpose	Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life. <ul style="list-style-type: none">Art & Design SkillsMake My Voice HeardStill Life
Craft techniques	Craft techniques - Use a range of materials to design and make products including craft, weaving, printmaking, sculpture and clay. <ul style="list-style-type: none">Art & Design Skills: Craft: ClayHuman Form	Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products. <ul style="list-style-type: none">Formal ElementsArt & Design Skills: Craft & DesignPrehistoric ArtCraft	Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work. <ul style="list-style-type: none">Formal Elements: Texture and Pattern: Playdough PrintingArt & Design Skills: Design: Optical Illusions	Create mixed media art using found and reclaimed materials. Select materials for a purpose. <ul style="list-style-type: none">Formal ElementsDesign For Purpose	Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms. <ul style="list-style-type: none">Art & Design Skills: CraftStill LifePhotography
Form	Extend their practical	Further develop their ability to	Further develop their ability to	Further extend their ability to	Express and articulate a personal

	ability to create 3D sculptural forms and begin to understand how to represent form when drawing. • Human Form	describe 3D form in a range of materials, including drawing. • Art & Design Skills	describe 3D form in a range of materials, including drawing. • Art & Design Skills	describe and model form in 3D using a range of materials. • Every Picture Tells a Story	message through sculpture. Analyse and study artists' use of form. • Art & Design Skills • Still Life
Pattern	Learn a range of techniques to make repeating and non-repeating patterns. Identify natural and man-made patterns. Create patterns of their own. • Formal Elements	Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern. • Craft	Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern. • Formal Elements: Pattern and Texture: Playdough Printing • Every Picture Tells a Story	Construct patterns through various methods to develop their understanding. • Every Picture Tells a Story • Formal Elements	Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern. • Art & Design Skills
Shape	Compose geometric designs by adapting the work of other artists to suit their own ideas. • Sculpture & Media	Identify, draw and label shapes within images and objects. Create and form shapes from 3D materials. • Formal Elements • Prehistoric Art	Create personal artwork using the artwork of others to stimulate them. • Art & Design Skills • Prehistoric Art	Composing original designs by adapting and synthesising the work of others. Analyse and evaluate artists' use of shape. • Every Picture Tells a Story	Fluently sketch key shapes of objects when drawing. Create abstract compositions using knowledge of other artists' work. • Art & Design Skills • Still Life

Key knowledge acquired throughout this unit

- I know how clay can be molded to make different shapes.
- I know how to use an etching tool to create a pattern.
- I know how patterns can be used to create repeating motifs.
- I know that 3d sculptures can be created from a range of materials.

Key skills acquired throughout this unit

- Generating ideas in response to artists' work
- Evaluating the work of others through discussions
- Developing skill and control with painting
- Understanding how art relates to the world around us
- Using materials and printmaking
- Evaluating Strengths and weaknesses of their work
- Drawing using 2D geometric shapes
- Generating ideas for patterns
- Creating original patterns and designs

Subject knowledge and teaching guidance

I can use moulding clay or plasticine to make different shapes and create a sculpture.



Camouflage allows animals and insects to blend into their surroundings so they cannot be seen.



I can make patterns by repeating motifs.

Recycled junk (cereal boxes, scrap paper) can be reused to create artwork or other things.

Etching tools can be used to create patterns by scratching into a surface which I then apply ink to and print from.

Key Assessments

- Can the children manipulate clay to create a shape with proficiency?
- Can the children create a 3d model animal that can camouflage in its environment?
- Can children work in a group to share ideas?

Artist Work Looked At



William Morris
A textile designer from Britain who created patterns inspired by nature.

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Louise Bourgeois Born in France. She is best known for her large sculpture and installation art pieces.

Artwork © Louise Bourgeois Maman 1999, The Easton Foundation/VAGA at ARS, NY and DACS, London 2020
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John Henry Dearle
A textile and stained-glass designer from Britain who was taught by William Morris.

Edouard Martinet

Edouard uses scrap metal to create sculptures of animals.

Susan Beatrice

Susan uses parts of old watches to create sculptures.

Andrew Goldsworthy

A sculptor from Britain who makes land art.

Key vocabulary and definitions

Bronze	A strong, hard metal.
Contemporary	Modern art, the art of today.
Etching	A printing process created by scratching lines onto a plate, applying ink then paper.
Land art	Art that is made directly into the ground using natural materials.
Metallic	A metal colour.
Pattern	A repeated decorative design.
Sculpture	A 3d piece of art work.
Sketch	A rough first drawing which helps you to plan your work.

Symmetrical	Exactly the same on both side.			
Medium Term Planning				
Week 1	Week 2	Week 3	Week 4	Week 5
To create a pattern from clay.	To create a 3d model of a creature.	To make a 3d sculpture.	To plan and create a sculpture as a group.	To paint a group sculpture.