

St. Andrew's C of E Primary School Art Curriculum Framework



Art and Design provides the children with the opportunities to develop and extend skills and an opportunity to express their individual interests, thought and ideas.

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

EYFS

EYFS Framework: Expressive Arts and Design

ELG: Creating with Materials

Children at the expected level of development will: -

- ✓ 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
- ✓ Make use of props and materials when role playing characters in narratives and stories.
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EYFS Development Matters: Expressive Arts and Design

The development of children's artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials.

National Curriculum

The National Curriculum for Art and Design aims to ensure that all pupils:

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

Key Stage 1

Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Key Stage 2

Pupils should be taught:

- to create sketch book to record observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay)
- about great artist, architects and designers in history

Stage 1 Progression in Art and Design Skills and Knowledge (Years 1 and 2)

Exploring and Developing Ideas	Evaluating and Developing Work
<p>Record and explore ideas from first hand observations Ask and answer questions about the starting points for their work Develop their ideas – try things out, change their minds Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities</p>	<p>Review what they and others have done and say what they think and feel about it. Identify what they might change in their current work or develop in future work</p>

Drawing

<p>Experiment Use a variety of media including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk Control the types of marks made with the range of media</p>	<p>Lines and Marks Name, match and draw lines/marks from observations Invent new lines Draw on different surfaces with a range of media</p>	<p>Shape Observe and draw shapes from observations Draw shapes in between objects Invent new shapes</p>	<p>Tone Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes</p>	<p>Texture Investigate textures by describing, naming, rubbing, copying</p>
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Painting	Collage	3-D	Printing	Digital Media	Textiles
<ul style="list-style-type: none"> Use a variety of tools and techniques including different brush sizes and types Mix and match colours to artefacts and objects Work on different scales Experiment with tools and techniques e.g. layering, mixing media, scrapping through Name different types of paint and their properties <p>Colour:</p> <ul style="list-style-type: none"> Identify primary and secondary colours by name Mix primary shades and tones Mix secondary colours <p>Texture:</p> <ul style="list-style-type: none"> Create textured paint by adding sand, plaster 	<ul style="list-style-type: none"> Create images from a variety of media e.g. photocopies material, fabric, crepe paper, magazines etc Arrange and glue materials to different backgrounds Sort and group materials for different purposes e.g. colour texture Fold, crumple, tear and overlap papers Work on different scales <p>Colour:</p> <ul style="list-style-type: none"> Collect, sort, name match colours appropriate for an image <p>Shape:</p> <ul style="list-style-type: none"> Create and arrange shapes appropriately <p>Texture:</p> <ul style="list-style-type: none"> Create, select and use textured paper for an image 	<ul style="list-style-type: none"> Manipulate malleable materials in a variety of ways including rolling and kneading Explore sculpture with a range of malleable media Manipulate malleable materials for a purpose, e.g. pot, tile Understand the safety and basic care of materials and tools <p>Form:</p> <ul style="list-style-type: none"> Experiment with constructing and joining recycled, natural and manmade materials Use simple 2-D shapes to create a 3-D form <p>Texture:</p> <ul style="list-style-type: none"> Change the surface of a malleable material e.g. build a textured tile 	<ul style="list-style-type: none"> Print with a range of hard and soft materials e.g. corks, pen barrels, sponge Make simple marks on rollers and printing palettes Take simple prints i.e. mono-printing Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils Build repeating patterns and recognise pattern in the environment Create simple printing blocks with press print Design more repetitive patterns <p>Colour:</p> <ul style="list-style-type: none"> Experiment with overprinting motifs and colour <p>Texture:</p> <ul style="list-style-type: none"> Make rubbings to collect textures and patterns 	<ul style="list-style-type: none"> Explore ideas using digital sources i.e. internet, CD-ROMs Record visual information using digital cameras, video recorders Use a simple graphics package to create images and effects with: <ul style="list-style-type: none"> <u>Lines</u> by changing the size of brushes in response to ideas <u>Shapes</u> using eraser, shape and fill tools <u>Colours and Texture</u> using simple filters to manipulate and create images Use basic selection and cropping tools 	<ul style="list-style-type: none"> Match and sort fabrics and threads for colour, texture, length, size and shape Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting Cut and shape fabric using scissors/snips Apply shapes with glue or by stitching Apply decoration using beads, buttons, feathers etc Create cords and plaits for decoration <p>Colour:</p> <ul style="list-style-type: none"> Apply colour with printing, dipping, fabric crayons Create and use dyes i.e. onion skins, tea, coffee <p>Texture:</p> <ul style="list-style-type: none"> Create fabrics by weaving materials i.e. grass through twigs

Stage 2 Progression in Art and Design Skills and Knowledge (Years 3 and 4)

Exploring and Developing Ideas

Evaluating and Developing Work

Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.
 Question and make thoughtful observations about starting points and select ideas to use in their work.
 Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.

Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.
 Adapt their work according to their views and describe how they might develop it further.
 Annotate work in journal.

Drawing

<p>Experiment Find ways in which surface detail can be added to drawings. Use journals to collect and record visual information from different sources. Draw for a sustained period of time at an appropriate level.</p>	<p>Lines and Marks Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc. Experiment with different grades of pencil and other implements to create lines and marks.</p>	<p>Form and Shape Experiment with different grades of pencil and other implements to draw different forms and shapes. Begin to show an awareness of objects having a third dimension.</p>	<p>Tone Experiment with different grades of pencil and other implements to achieve variations in tone. Apply tone in a drawing in a simple way.</p>	<p>Texture Create textures with a wide range of drawing implements. Apply a simple use of pattern and texture in a drawing.</p>
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Painting	Collage	3-D	Printing	Digital Media	Textiles
<ul style="list-style-type: none"> Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects Work on a range of scales e.g. thin brush on small picture etc. Create different effects and textures with paint according to what they need for the task. <p>Colour:</p> <ul style="list-style-type: none"> Mix colours and know which primary colours make secondary colours Use more specific colour language Mix and use tints and shades 	<ul style="list-style-type: none"> Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures Use collage as a means of collecting ideas and information and building a visual vocabulary 	<ul style="list-style-type: none"> Plan, design and make models from observation or imagination Join clay adequately and construct a simple base for extending and modelling other shapes Create surface patterns and textures in a malleable material Use papier-mâché to create a simple 3D object 	<ul style="list-style-type: none"> Create printing blocks using a relief or impressed method Create repeating patterns Print with two colour overlays 	<ul style="list-style-type: none"> Record and collect visual information using digital cameras and video recorders Present recorded visual images using software Use a graphics package to create images and effects with; <u>Lines</u> by controlling the brush tool with increased precision Change the type of brush to an appropriate style Create <u>shapes</u> by making selections to cut, duplicate and repeat Experiment with <u>colours and textures</u> by using effects and simple filters to manipulate and create images for a purpose 	<ul style="list-style-type: none"> Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects Match the tool to the material Develop skills in stitching, cutting and joining Experiment with paste resist.

Stage 3 Progression in Art and Design Skills and Knowledge (Years 5 and 6)

Exploring and Developing Ideas

Evaluating and Developing Work

Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.
 Question and make thoughtful observations about starting points and select ideas to use in their work.
 Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.

Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.
 Adapt their work according to their views and describe how they might develop it further.
 Annotate work in a journal.

Drawing

Experiment
 Work from a variety of sources including observation, photographs and digital images.
 Work in a sustained and independent way to create a detailed drawing.
 Develop close observation skills using a variety of view finders.
 Use a journal to collect and develop ideas.
 Identify artists who have worked in a similar way to their own work.

Lines, Marks, Tone, Form & Texture
 Use dry media to make different marks, lines, patterns and shapes within a drawing.
 Experiment with wet media to make different marks, lines, patterns, textures and shapes.
 Explore colour mixing and blending techniques with coloured pencils.
 Use different techniques for different purposes i.e. shading, hatching within their own work.
 Start to develop their own style using tonal contrast and mixed media.

Perspective and Composition
 Begin to use simple perspective in their work using a single focal point and horizon.
 Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background.
 Show an awareness of how paintings are created i.e. composition.

Painting	Collage	3-D	Printing	Digital Media	Textiles
<ul style="list-style-type: none"> Develop a painting from a drawing Carry out preliminary studies, trying out different media and materials and mixing appropriate colours Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music <p>Colour:</p> <ul style="list-style-type: none"> Mix and match colours to create atmosphere and light effects Be able to identify and work with complementary and contrasting colours 	<ul style="list-style-type: none"> Add collage to a painted, printed or drawn background Use a range of media to create collages Use different techniques, colours and textures etc. when designing and making pieces of work Use collage as a means of extending work from initial ideas 	<ul style="list-style-type: none"> Shape, form, model and construct from observation or imagination Use recycled, natural and man-made materials to create sculptures Plan a sculpture through drawing and other preparatory work Develop skills in using clay including slabs, coils, slips, etc. Produce intricate patterns and textures in a malleable media 	<ul style="list-style-type: none"> Create printing blocks by simplifying an initial journal idea Use relief or impressed method Create prints with three overlays Work into prints with a range of media e.g. pens, colour pens and paints 	<ul style="list-style-type: none"> Record, collect and store visual information using digital cameras etc. Present recorded visual images using software e.g. Photostory, PowerPoint Use a graphics package to create and manipulate new images Be able to import an image (scanned, retrieved, taken) into a graphics package Understand that a digital image is created by layering Create layered images from original ideas 	<ul style="list-style-type: none"> Use fabrics to create 3D structures Use different grades of threads and needles Experiment with batik techniques Experiment with a range of media to overlap and layer creating interesting colours and textures and effects

Suggestions of Artists, Works and Themes to be Studied

	Creative Week 1A Drawing and Printing	Creative Week 2A Drawing and Digital Media	Creative Week 3A Drawing and Textiles
Years 1 and 2	Artist: Matisse Work: Matisse's Magical trail Theme: Patterns and Shapes	Artist: David Hockney Work: Garroby Hill Theme: Art in our lives	Artist: Shelia Hicks Work: Making Sock Puppets Theme: Bringing Art to Life
Years 3 and 4	Artist: Orla Kiely Work: A life in pattern Theme: Patterns and Shapes	Artist: Jason Naylor Work: ME Theme: Art in our lives	Artist: Anni Albers Work: Art and Life - weaving Theme: Bringing Art to Life
Years 5 and 6	Artist: William Morris Work: Strawberry thief fabric Theme: Patterns and Shapes	Artist: Stephen McMennemy Work: mixture of surreal digital artwork Theme: Art in our lives	Artist: Nick Cave Work: Forothermore Theme: Bringing Art to Life
	Creative Week 1B Drawing and Painting	Creative Week 2B Drawing and Collage	Creative Week 3B Drawing and 3-D
Years 1 and 2	Artist: Wassily Kandinsky/Pablo Picasso Work: Concentric Circles Theme: Pattern in Art, People and Portraits	Artist: Eric Carle Work: Various Theme: Different Representations	Artist: Andy Goldsworthy Work: Natural Sculptures Theme: Art Around Us
Years 3 and 4	Artist: Claude Monet and Bridget Riley/Frida Kahlo Work: Monet's lilies Theme: Pattern in Art, People and Portraits	Artist: Mary Rountree Moore Work: People of the times Theme: Different Representations	Artist: Henry Moore Work: Various Theme: Art Around Us
Years 5 and 6	Artist: Georgia O'Keefe/L.S Lowry Work: Landscapes Theme: Pattern in Art, People and Portraits	Artist: Various Work: Animal eyes Theme: Different Representations	Artist: Anthony Gormley Work: Another place Theme: Art Around Us