St John's Highbury Vale CE Primary School Art Curriculum Map 2021-22

Objectives Linked to Art skills: Exploring Media and materials: 30-50mths Explores colour and how colours can be changed. Understands that they can use lines to enclose a space, and then begin to use these shapes to represent objects. Beginning to be interested in and describe the texture of things. Uses various construction materials. Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces. Joins construction pieces together to build and balance. Realises tools can be used for a purpose 40-60+mths Explores what happens when they mix colours. Experiments to create different textures. Understands that different media can be combined to create new effects. Manipulates materials to achieve a planned effect. Constructs with a purpose in mind, using a variety of resources. Uses simple tools and techniques competently and appropriately.
 Selects appropriate resources and adapts work where necessary. Selects tools and techniques needed to shape, assemble and join materials they are using. Early Learning Goal Children sing songs, make music and dance, and experiment with ways of changing them. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Focus skills: Holding a brush correctly, cleaning the brush before changing colours, uses a range of brush sizes for different purpose.

	Baseline Open area - Art				
EYFS Art	& 3D junk modelling		TO CONTINUE TO		
challenge activities:	Form: Cat Mask Draw: Ourselves Form: Skeletons Form/ colour:	Collage: robot, nativity Draw & Paint: Heroes	UPDATE THROUGHOUT THE YEAR		
	Collage & charcoal				

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 Attainment Targets

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

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

Year 1	Observational Drawing – Sketching Portraits Artist: Pablo Picasso Cubism Explore texture using pencil; linear scumbling, side stroke, feathering		Patterns and Prints Colour Mixing Block Printing Artist: Paul Klee Identify the content, form, process and moods for a piece of art. Identify types of lines, curved, zig zag, straight. Know primary colours.		Texture and Collage Artist: Henri Matisse – The Snail Understand cutting, tearing, overlapping and sticking Use a range of materials	
Year 2	Painting – Colour Mixing Artist: Claude Monet Identify the content, form, process and moods for a piece of art. Use a range of water colour techniques. Know how to make tertiary colours.	Textiles Wax Resistant Artist: Wassily Kandinsky Know the warm and cold colours .Understand the use of colour to create a mood. Use wax resistant sticks and ty dye for fabric design.		Sculpture -Andy Goldsworthy Understand 2D and 3D works. Know the difference between temporary and permanent work. Use branch weaving technique.		

Key Stage 2 Attainment Targets

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

• about g	reat artists, architects and	d designers in history.			
Year 3	Printing – Cave Art Understand parietal art found on walls and ceilings, and that they convey a message. Understand charcoal as a natural resource for art. Creating printing materials.	Drawing - Sketching Movement Artist: L S Lowry Introduce H types of pencil techniques. Introduce oil pastel techniques techniques such as colour mixing, heavy and light pressure blending, pointillism, scumbling, pressure blend (smudging) and scraffito			Textiles – Sewing Binca Bookmarks Know the uses of cross stitch and running stitch. Use cross stitch and running stitch to create a pattern on binca.
Year 4		Mosaic and Collage – Stain Glassed Windows (Link to RE Christmas Unit) Artist: Antoni Gaudi Mosaic is a picture or pattern produced by arranging together small pieces of stone, tile, glass. Similarities between mosaic and collage. Explore stain glass windows. How is Gaudi similar or different to Andy Goldsworthy?		Painting Landscapes and Water – Observational Drawing Artist: William Turner Identify the form, process, mood and content of each painting. Use the colour wheel to find complimentary colours. Create emotions through the use of colour. Compare Turner and Lowry, what is similar/different.	Sculpture - Ceramics (Links to Ancient Egypt) Understand what ceramics are. Create a 3D textured tile, indenting with objects. Decorate by painting.
Year 5			Printng – Mono Printing Artist: Jean Michel Basquiat – Neo Expressionism. Works contained words, symbols, stick figures and animals. Mono-printing Graffiti Pointillism	Sculpture - Clay Tile Artist: Henri Rousseau Recap knowledge of ceramics. Explore flat and raised tiles. Indent with a range of objects. Us thick and thin brushes for painting.	Sketching – 3D Perspective Artist: Paul Kenton City Scape Art Landscape art from the 3D perspective, vanishing view point and horizon line. Size, scale, position, proportion.
Year 6	Texture and Collage – Landscape Collage Artist: Megan Coyle Mixed media artwork, collage using magazines, use of colour, pattern, shape and line, comparisons to Andy Goldsworthy's materials.		Observational Sketches – Still Life Artist: Georgia O'Keefe Drawing techniques with pencil, consider line, shape, tone, colour, pattern, texture and form. Charcoal for shading and shadowing.	Textiles – Quilting Block Quilting Sewing and binding with blanket stitch. Cross stitch and running stitch for layering.	

Knowledge, Skills and Understanding for Art

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing	Communicate something	Use three different	Show facial expressions	Begin to show facial	Identify and draw	Communicate emotions
	about themselves in their	grades of pencil in their	in their drawings?	expressions and body	simple objects, and use	and a sense of self with
	drawing	drawing (4B, 8B, HB)?	Use their sketches to	language in their	marks and lines to	accuracy and
	Create moods in their	Use charcoal pencils	produce a final piece of	sketches	produce texture	imagination
	drawings	and pastels	work	Identify and draw	Use shading to create	Explain why they have
	Draw using pencil and	Create different tones	Write an explanation of	simple objects, and use	mood and feeling	combined different
	crayons	using light and dark	their sketch in notes	marks and lines to	Organise line, tone,	tools to create their
	Draw lines of different	Show patterns and	Use different grades of	produce texture	shape and colour to	drawings
	shapes and thickness,	texture in their	pencil shade, to show	Organise line, tone,	represent figures and	Explain why they have
	using 2 different grades	drawings	different tones and	shape and colour to	forms in movement	chosen specific drawing
	of pencil	Use a viewfinder to	texture	represent figures and	Show reflections	techniques
		focus on a specific part		forms in movement	Explain why they have	
		of an artefact before		Show reflections?	chosen specific	
		drawing it		Explain why they have	materials to draw with	
				chosen specific		
				materials to draw with		
Painting	Communicate something	Mix paint to create all	Predict with accuracy	Create all the colours	Create all the colours	Explain what their own
	about themselves in their	the secondary colours	the colours that they	they need	they need	style is
	painting		mix	Create mood in their	Create mood in their	Use a wide range of
	Create moods in their	Mix and match colours,	Know where each of the	paintings	paintings	techniques in their work
	paintings	predict outcomes	primary and secondary	Successfully use shading	Express their emotions	Explain why they have
	Choose to use thick and		colours sits on the	to create mood and	accurately through their	chosen specific painting
	thin brushes as	Mix their own brown	colour wheel	feeling	painting and sketching	techniques
	appropriate		Create a background			
	Paint a picture of	Make tints by adding	using a wash			
	something they can see	white	Use a range of brushes			
	Name the primary and	Make tones by adding	to create different			
	secondary colours	black	effects?			
Printing	Print with sponges,	Create a print using	Make a printing block	Print using at least four	Print using a number of	Overprint using
-	vegetables and fruit	pressing, rolling,	Make a 2 colour print	colours	colours	different colours
	Print onto paper and	rubbing and stamping		Create an accurate print	Create an accurate print	Make decisions about
	textile	Create a print like a		design	design that meets a	the effectiveness of
	Design their own printing	designer		Print onto different	given criteria	their printing methods?
	block			materials?	Print onto different	
	Create a repeating				materials?	
	pattern					
Sketchbook		Demonstrate their ideas	Use their sketch blocks	Use their sketchbooks	Keep notes in their	Sketchbooks contain
		through photographs	to express feelings	to express feelings	sketchbooks as to how	detailed notes and
		and in their sketchbooks	about a subject and to	about various subjects		

		Set out their ideas, using 'annotation' in their sketchbooks Keep notes in their sketchbooks as to how they have changed their work?	describe likes and dislikes Make notes in their sketchbooks about techniques used by an artist Suggest improvements to their work by keeping notes in their sketchbooks	and outline likes and dislikes Produce a montage all about themselves Use their sketchbooks to adapt and improve their original ideas Keep notes about the purpose of their work in their sketchbooks	they might develop their work further Use their sketch books to compare and discuss ideas with others	quotes explaining about items Compare their methods to those of others and keep notes in their sketchbooks Combine graphics and text based research of commercial design, e.g. magazines, etc., to influence the layout of their sketchbooks Adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations in their sketchbooks
3D\Textiles	Add texture by using tools Make different kinds of shapes Cut, roll and coil materials such as clay, dough or plasticine Sort threads and fabrics Group fabrics and threads by colour and texture Weave with fabric and thread	Make a clay pot Join two finger pots together Add line and shape to their work Join fabric using glue Sew fabrics together Create part of a class patchwork	Add onto their work to create texture and shape Work with life size materials Create pop-ups Use more than one type of stitch Join fabric together to form a quilt using padding Use sewing to add detail to a piece of work Add texture to a piece of work	Experiment with and combine materials and processes to design and make 3D form Begin to sculpt clay and other mouldable materials Use early textile and sewing skills as part of a project	Experiment with and combine materials and processes to design and make 3D form Sculpt clay and other mouldable materials Use textile and sewing skills as part of a project, e.g. hanging, textile book, etc, this could include running stitch, cross stitch, backstitch, applique and/or embroidery	Create models on a range of scales Create work which is open to interpretation by the audience Include both visual and tactile elements in their work
Collage	Cut and tear paper and card for their collages Gather and sort materials they will need	Create individual and group collages Use different kinds of materials in their collage and explain why they have chosen them Use repeated patterns in their collage	Cut very accurately Overlap materials Experiment using different colours Use mosaic? Use montage?	Use ceramic mosaic to produce a piece of art Combine visual and tactile qualities	Use ceramic mosaic to produce a piece of art Combine visual and tactile qualities	Justify the materials they have chosen Combine pattern, tone and shape

Use of IT	Use a simple painting program to create a picture Use tools like a fill and brushes in a painting package Go back and change their picture	Create a picture independently Use simple IT mark- marking tools, e.g. brush and pen tools Edit their own work Take different photographs of themselves displaying different moods Change their photographic images on a computer	Use the printed images with a digital camera and combine them with other media to produce artwork Use IT programs to create a piece of work that includes their own work and that of others (using web) Use the internet to research an artist or style of art	Present a collection of their work on a slideshow Create a piece of art work which includes integration of digital images they have taken Combine graphics and text based on their research	Create a piece of art work which includes integration of digital images they have taken Combine graphics and text based on their research Scan images and take digital photos, and use software to alter them, adapt them and create work with meaning Create digital images with animation, video and sound to communicate ideas	Use software packages to create pieces of digital art Create a piece of art which can be used as part of a wider presentation
Knowledge	Describe what they can see and like in the work of another artist Ask sensible questions about a piece of art	Link colours to natural and man-made object Say how other artists have used colour, pattern and shape Create a piece of work in response to another artist's work	Compare the work of different artists Explore work from other cultures Explore work from other periods of time Understand the viewpoints of others by looking at images of people and understand how they are feeling and what the artist is trying to express in their work	Experiment with different styles which artists have used Explain art from other periods of history	Experiment with different styles which artists have used Learn about the work of others by looking at artists' work in books, the internet, visits to galleries and other sources of information	Make a record about the styles and qualities in their work Say what their work is influenced by Include technical aspects in their work, e.g. architectural design
Artists	About the work of a ran makers and designers, d differences and similarit practices and disciplines their own work. Pablo Picasso Paul Klee Henri Matisse	escribing the ies between different	About the work of a ra	- ·	Jean Michel Basquiat Henri Rousseau Paul Kenton Greek Art British Historical Art	•