

Thorpe Church of England Primary School
ART Curriculum Overview

Autumn Term	Spring Term	Summer Term
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<p>Early Learning Goal Expressive arts and design: Exploring and using media and materials</p> <ul style="list-style-type: none"> • 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. 	<p>Early Learning Goal Expressive Arts and Design: Being imaginative</p> <ul style="list-style-type: none"> • Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. • They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories
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Reception	Familiar songs Role play Handprint flowers DT Table	Harvest Activities	Making clay lamps	Christmas decorations	Make Chinese dragons and dragon music	Setting collages	Design and make a boat	Junk modelling beanstalks Make classes	ICT jigsaws Design make, evaluate telephones	Play dough fruit and vegetables	Observational painting	Using fabric to make a butterfly	Making butterfly music
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National Curriculum Requirements for Art and Design;
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

Year 1	Drawing and printing Drawing leaves and printing leaves press printing leaves	Drawing and painting Colour mixing wheels Painting techniques big/small brushes Van Gough starry night Silhouettes	Drawing and textiles Create fabrics by weaving. Match and sort fabrics and threads Drawing	Drawing and collage Different papers Matisse – The Snail	Drawing and digital media Photographs around the school	Drawing and 3D Make a clay tile
Year 2	Summer holiday picture (postcard) Observational drawings of school grounds Self portraits (using a range of media)	Fireworks Sketching – Fruit Homework – 3D Model of Stuart houses Great Fire of London – marbling with silhouette	Explore sculpture with a range of malleable materials (clay) clay pot for mother's day. Homework – Model of dragon for chn to describe in English after half term	Book week Art Rousseau Tiger painting Mothering Sunday Card	Aboriginal Animal Art Who's skin? Animal patterns Mystery painting	African Mask Tie Dye Any Goldsworthy Environmental sculpture Nature's Favourite Colour

National Curriculum Requirements for Art and Design;
Key stage 2
 Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.
 Pupils should be taught:
 to create sketch books to record their observations and use them to review and revisit ideas
 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
 about great artists, architects and designers in history

Year 3	Investigate British Artists Turner and local Surrey Artist	Fossil Art – 3D Sculpture/3D Objectives	Colour mixing / sketching skills – Egypt Artefacts Printing Objective Crating a Cartouche using a graphics program – Digital Art
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Year 4	<p><u>Collage</u> (Link to Traditional Tales in English) Using collage to show settings for a story (link to English setting descriptions).</p> <p><u>Drawing</u> Developing pencil skills while sketching Anglo-Saxon jewellery (using different pencil grades).</p>	<p><u>Painting</u> To paint versions of Odin's Tree of Life. (Developing colour mixing using watercolours).</p> <p><u>Sculpture, 3D</u> <u>The Norse Nine Worlds</u> To build a mod-roc model of a character from one of the Nine Worlds.</p>	<p><u>Textiles</u> Patterns and colour used by Mayan Civilisation →Chn to use Batik to create their own patterns in the style of the Mayans. →Chn to use their Batik as a 'swatch' for their Mayan clothing designs.</p> <p><u>Sculpture, 3D</u> Mayan Birthday pottery: constructing a pot and etching in Mayan symbols.</p>	<p><u>Digital Media</u> Using cameras to record mini beasts found in the wildlife area. →Chn to use the micro setting to capture detail of small subjects. →Chn need to focus the camera carefully.</p> <p><u>Drawing</u> Observational drawing of mini beasts, from photographs. →Chn to experiment with different grades of pencil.</p>	<p><u>River Art. Inspired by Monet</u> <u>Painting</u> Paint a version of Monet's work using 4 carefully matched colours (Monet's River Thames series).</p> <p>Make a detailed sketchbook study of the way Monet painted light and shadow on water (using poster paint with glue to mimic acrylic).</p> <p>Chn to experience painting an outdoor scene of the playground outside (en plein air).</p> <p>Chn to create a final piece, using skills they have learnt. Their piece is to be inspired by the works of Monet but based on The River Bourne (Geography link).</p>	<p><u>Drawing</u> Studies of Venetian architecture using biro (could be made into a lamp if drawn on tracing style paper).</p> <p><u>Sculpture, 3D</u> Venetian masks, using mod rock to design and create a Venetian mask.</p>
Year 5	<p>Victorian Silhouette Portraits L.S Lowry Landscapes</p>	<p>William Morris/ William De Morgan-Repeat Pattern Mono Printing-polyboard Decoupage</p>	<p>Native American Art Oil pastel in response to myths Native America symbols-rock art Totem pole design(class collaboration)</p>		<p>Greek theatre masks Ancient Greek art Pattern-vases Model of Parthenon</p>	
Year 6	<p>Create layered images using a graphics package. (Retrieving scanned images from sketchbooks)</p>	<p>Chn to identify primary, secondary, complementary and contrasting colours.</p>	<p>Chn to work into their prints using different media.</p>	<p>Using fabrics to create 3D structures.</p>	<p>Use recycled and natural materials to create sculptures.</p>	<p>Use collage to collect initial ideas for a project (could be a nice homework for a topic if the chn were given a brief).</p>

Sketch books: learning objective and date at the top of each piece of work. Developmental marking should be used to support children to reflect and improve their art and design.