

Great Crosby Catholic Primary School

Art Curriculum Map



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

Development Matters, Children are learning to...				
	Year Group		What will this look like in Great Crosby?	New Vocabulary
EYFS	Nursery	<ul style="list-style-type: none"> • 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. 	<p>Explore different materials freely, in order to develop their ideas about how to use them and what to make with them.</p> <p>Develop their own ideas and then decide which materials to use to express them.</p> <p>Join different materials and explore different textures.</p> <p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</p> <p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p> <p>Use drawing to represent ideas like movement or loud noises.</p> <p>Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</p>	<p>Paint</p> <p>Shape</p> <p>Line</p> <p>Colour</p> <p>Drawing</p> <p>Pencils</p> <p>Play</p>



Art Progression Map

			Explore colour and colour mixing.	
	Reception	<ul style="list-style-type: none">• 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.	<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p> <p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p>	<p>Primary and secondary colours</p> <p>Create</p> <p>Ideas</p> <p>Artists</p> <p>Sketch</p> <p>Materials</p> <p>Creations</p>



National Curriculum, Pupils should be taught to....				
		What will this look like in Great Crosby?	New Vocabulary	
KS1	Year 1	<ul style="list-style-type: none"> 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 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. 	<p>Spirals Introduce use of sketchbooks and experimentation of mark-making and collage to develop skills in drawing e.g. spirals and develop experience of primary and secondary colours. Practise observational drawings. Study artist Molly Hashund.</p> <p>Inspired by Flora and Fauna Explore how artists make art inspired by flora and fauna and create a shared collage display artwork. Encourage play and discovery of shape and colour to build images in collage. Study artists Eric Carle, Joseph Redoute, Jan Van Kessel.</p> <p>Making birds Construct sculpture works by using a variation of media. Explore how to manipulate and transform 2D drawings into 3D forms. Study artist Andrea Butler.</p>	Design Texture Sketchbooks Spirals Flora and fauna Collage Display Artwork Materials Mark-making 2-dimensional 3-dimensional
	Year 2	<ul style="list-style-type: none"> 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 Develop a wide range of art and design techniques in using 	<p>Explore and Draw Introducing the idea that artists can be collectors and explorers as they develop drawing and composition skills. Study artists Rosie James and Alice Fox. Children to collect items from the world that they can use to inspire their artwork. Ask children to look at things in a new way.</p>	'Piece of art' Evaluate Sketch Collectors Explorers Expressive Gestural Abstract Observational



Art Progression Map

		<p>colour, pattern, texture, line, shape, form and space</p> <ul style="list-style-type: none"> 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. 	<p>Encourage children to arrange a composition of their collected items to produce observational artwork.</p> <p>Expressive painting Explore expressive and gestural painting methods and styles, explore mixing and mark-making to create abstract still life. Explore how to make texture using the paint and the qualities of different paint mediums. Study artists Vincent Van Gogh, Charlie French, Cezanne, Marcela Zacarias</p> <p>Music and Art Explore how we can make art using the sounds we hear. Study artist Kandisnksy. Explore how to respond to music through art, using mark-making, to capture the expression of music. Invent 3-dimensional objects that make sound.</p>	<p>Experimental Sound</p>
	Year 3	<ul style="list-style-type: none"> 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, including drawing, painting and sculpture 	<p>Gestural drawing with charcoal Using charcoals to make loose and gestural marks whilst exploring drama and performance. Discover the qualities of various materials, such as charcoals and chinks, and how they can produce tone with lightness and darkness. Explore artist Edgar Degas.</p> <p>Shape and Design Explore a particular artwork, movement or era, Children then explore how they can use shape and colour to simplify elements, inspired by the Cut-outs of Henri Matisse.</p>	<p>Produce Tone Composition Space Abstract Mark-making Pattern Mixed media Collage Shade</p>



Art Progression Map

		<p>with a range of materials [for example, pencil, charcoal, paint, clay]</p> <ul style="list-style-type: none"> Learn about great artists, architects and designers in history. 	<p>Using first collage, then simple printmaking methods, pupils play with positive and negative shapes and spaces to create meaningful compositions in response to the original artworks they looked at.</p> <p>Telling stories through drawing and making Explore how artists are inspired by other art forms – e.g through literature and film.</p>	
	Year 4	<ul style="list-style-type: none"> 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, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] Learn about great artists, architects and designers in history. 	<p>Storytelling through drawing Explore a range of artists and discuss what they like and dislike about their work. Study artists Laura Carlin and Shaun Tan. Use artist inspiration to create their own work, experimenting with a range of materials and techniques. Using charcoal in groups to create a collaboration storytelling piece.</p> <p>Exploring pattern Explore how we can use colour, line and shape to create patterns, including repeated patterns. Introducing that making patterns can be a mindful activity and that humans can respond to patterns. Encourage playfulness and creativity.</p> <p>Sculpture, Structure, Inventiveness and Determination Study the artist Marcus Coates. In this pathway children explore formal drawing and sculpture skills like line, mark making, shape, form, balance and structure, but they also just as importantly</p>	<p>Impressionist/ impressionism Medium Outline Cross-hatching Inspiration Produce</p>



Art Progression Map

			<p>explore how it <i>feels</i> to make art. They explore how they can appreciate a sense of challenge, and a feeling of trying things out without fear of failure or “wrong or right”.</p>	
	Year 5	<ul style="list-style-type: none"> 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, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] Learn about great artists, architects and designers in history. 	<p>Typography and maps Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps. Explore how to use visual lettering to convey ideas and emotions. Study an artist who creates visual maps to tell stories; Louise Fili, Grayson Perry, Paula Sher, Chris Kenny. Independently produce 3D visual maps.</p> <p>Fashion Design Study artists Alice Fox, Rahul Mishra, Pyer Moss, Tatyana Antoun. Explore contemporary fashion designers and create a 2d or 3d fashion design working to a brief. Study contemporary fashion designers and use sketchbooks to record things about the designers which interest them.</p> <p>Architecture: Dream Big or Small? Explore the responsibilities architects have to design us a better world and study architects or designers before designing and building a model of a house. Study artist Shoreditch Sketcher. Use sketchbooks to collect, record and reflect ideas.</p>	<p>Contrast Reflection Blend Interpretation Typography Identity Environment Habitat Fonts</p>



Art Progression Map

			Study a specific local building and its architecture. Architect visitor to speak to the children.	
	Year 6	<ul style="list-style-type: none"> 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, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] Learn about great artists, architects and designers in history. 	<p>2D Drawing to 3D Making Study Lubaina Himid and Claire Harrup. Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome. Explore the grid method and looking at negative space.</p> <p>Activism Explore how artists use their skills to speak on behalf of communities. Study artists Luba Lukova, Faith Ringgold and Shepard Fairey. Discover how to make art about things that are personal and important to us, identifying and using their own voice. Make posters or zines, using collage, print and drawing.</p> <p>Brave colour Explore how artists use light, form and colour to create immersive environments. Study artists Liz West, Olafur Eliasson, Yinka Llori, Morag Myerscough. Explore how humans react to colour. Take inspiration from artists who use colour, light and form to create immersive installations. Encouraged to imagine and propose “what if...?” and share their vision through mock-ups and models.</p>	<p>Perspective Soft Hard Colour wheel Installation art Immersive Environments Sculptural Models Architects Designers Activism</p>