


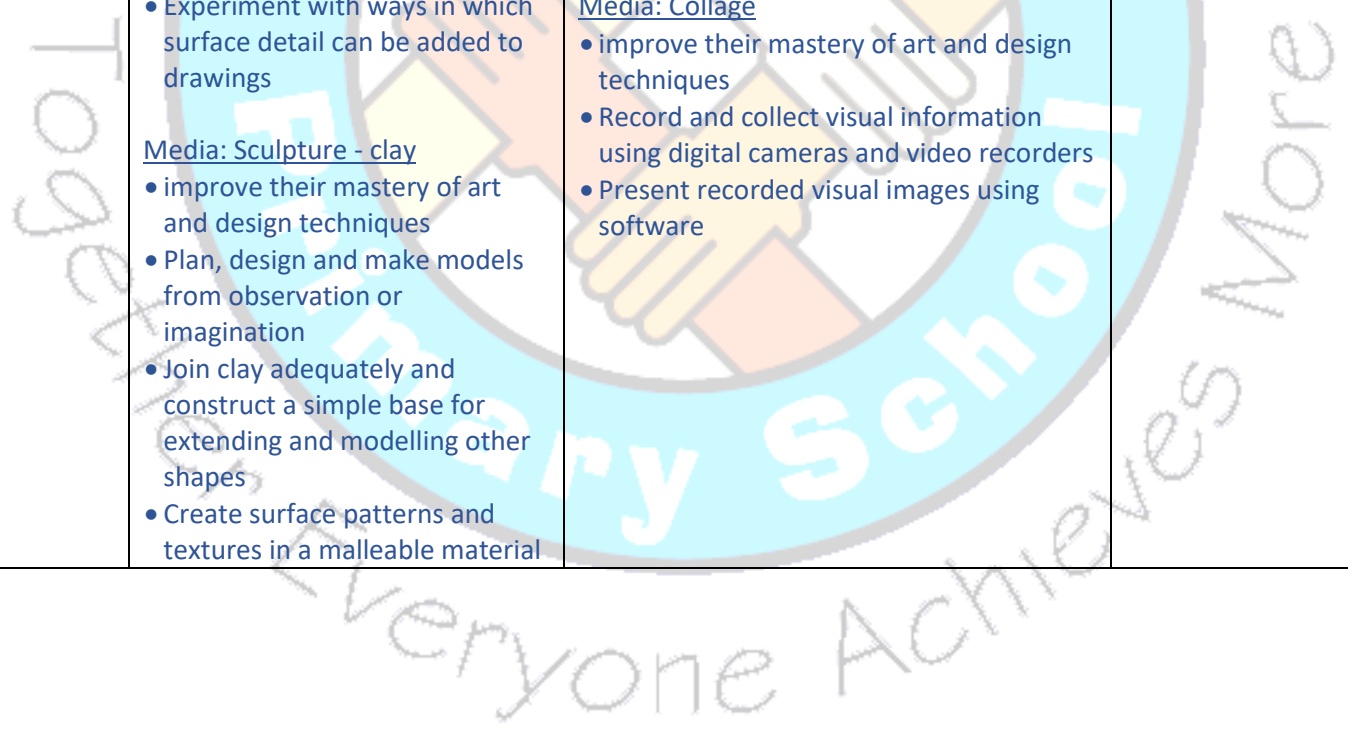


East Tilbury Primary School's Art Curriculum Map

Year 1	HT1	HT2	HT3	HT4	HT5	HT6
<p>Art</p> 	<p><u>Media: Printing</u></p> <ul style="list-style-type: none"> • print with a range of hard and soft materials • make simple marks on rollers and printing palettes • take simple prints • build repeating patterns and recognise pattern in the environment • create simple printing blocks with press print <p><u>Skill: Colour mixing</u></p> <ul style="list-style-type: none"> • colour Identify primary colours by name Mix primary shades and tones <p><u>Knowledge: Andy Warhol</u></p> <ul style="list-style-type: none"> • explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities. 		<p><u>Media: Sculpture</u></p> <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><u>Drawing</u></p> <ul style="list-style-type: none"> • observe and draw shapes from observations. • draw shapes in between objects. • invent new shapes. • name, match and draw lines/marks from observations. • invent new lines. • draw on different surfaces with a range of media. • use differently textured and sized media <p><u>Knowledge: Creativity</u></p> <ul style="list-style-type: none"> • record and explore ideas from first hand observations • ask and answer questions about the starting points 		<p><u>Media: Painting</u></p> <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 • identify primary colours by name • mix primary shades and tones • create textured paint by adding sand, plaster. <p><u>Knowledge: Laura Wall</u></p> <ul style="list-style-type: none"> • explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities. • 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 	

		<ul style="list-style-type: none"> • develop ideas – try things out, change their minds 	
Year 2			
	<p><u>Media: Textiles</u></p> <ul style="list-style-type: none"> • match and sort fabrics and threads for colour, texture, length, size and shape <p><u>Skill: Sewing and Joining</u></p> <ul style="list-style-type: none"> • cut and shape fabric using scissors/snips • apply shapes with glue or by stitching • apply decoration using beads, buttons, feathers etc. 	<p><u>Skill: Textures</u></p> <ul style="list-style-type: none"> • investigate textures by describing, naming, rubbing, copying. • experiment with tools and techniques e.g. layering, mixing media, • create textured paint by adding sand, plaster • draw on different surfaces with a range of media. • use differently textured and sized media. <p><u>Knowledge: Peter Thorpe</u></p> <ul style="list-style-type: none"> • explore the work of artists 	<p><u>Media: Drawing</u></p> <ul style="list-style-type: none"> • develop a wide range of art and design techniques using, line, shape, form and space • use drawing to develop and share ideas, experiences and imagination • name, match and draw lines/marks from observations • observe and draw shapes from observations. • draw shapes in between objects • investigate tone by drawing light/dark lines, light/dark patterns, light dark shapes etc. <p><u>Skill: Creativity</u></p> <ul style="list-style-type: none"> • record and explore ideas from first hand observations • ask and answer questions about the starting points for own work • develop ideas – try things out, change and adapt • review own and others work and say what they think and feel about it. identify what might be changed in their current work or develop in future work

Year 3			
	<p><u>Media: Observational drawing</u></p> <ul style="list-style-type: none"> • improve their mastery of art and design techniques • Select and record from first hand observation • Question and make thoughtful observations about starting points and select ideas to use in their work. • Draw for a sustained period of time at an appropriate level. • Experiment with ways in which surface detail can be added to drawings <p><u>Media: Sculpture - clay</u></p> <ul style="list-style-type: none"> • improve their mastery of art and design techniques • 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 	<p><u>Media: Print</u></p> <ul style="list-style-type: none"> • improve their mastery of art and design techniques • Create printing blocks using a relief or impressed method • Create repeating patterns • Print with two colour overlays • Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. <p><u>Media: Collage</u></p> <ul style="list-style-type: none"> • improve their mastery of art and design techniques • Record and collect visual information using digital cameras and video recorders • Present recorded visual images using software 	



Year 4



Media: Painting Observational Drawings

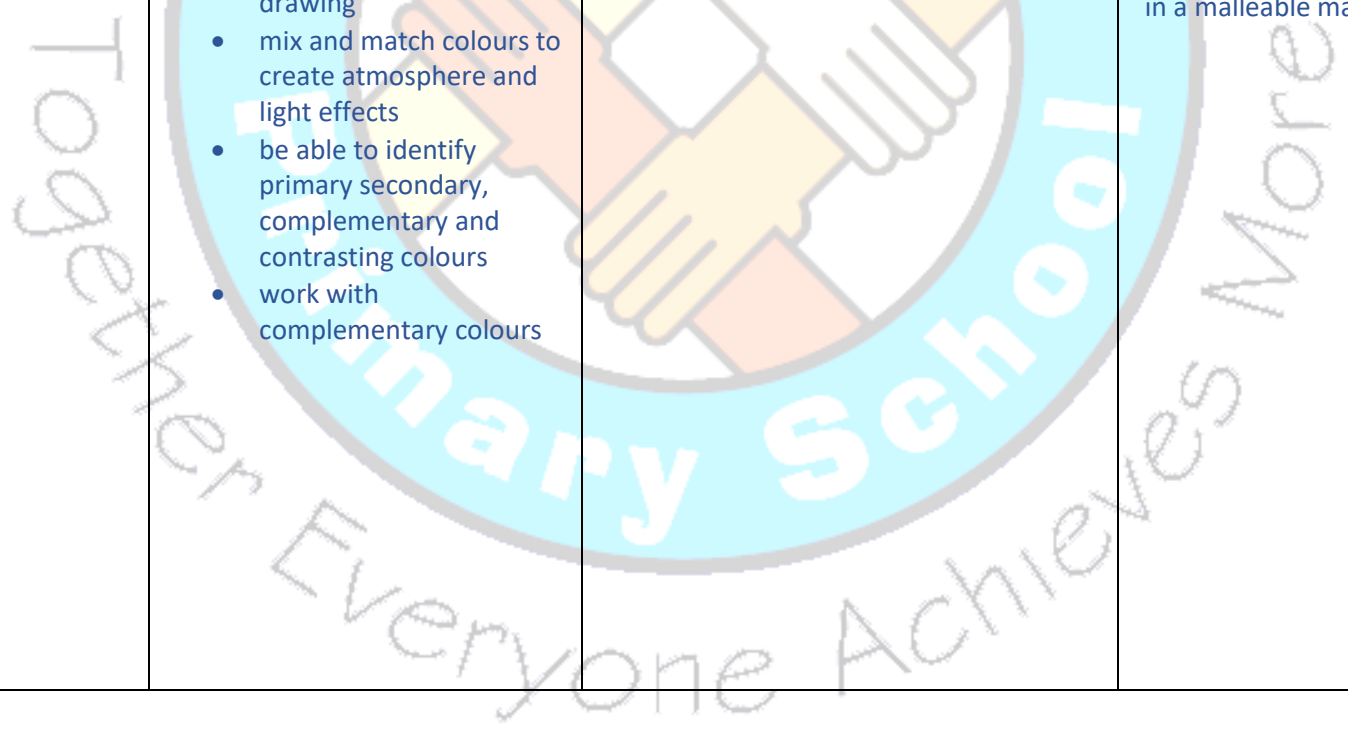
- improve mastery of art and design techniques, including drawing and painting
- develop a painting from a drawing
- create imaginative work from a variety of sources e.g. observational drawing
- mix and match colours to create atmosphere and light effects
- be able to identify primary secondary, complementary and contrasting colours
- work with complementary colours

Media: Clay

- improve their mastery of art and design techniques
- plan, design and make models from observation or imagination

Skill: 3D Sculpture

- join clay adequately and construct a simple base for extending and modelling other shapes
- create surface patterns and textures in a malleable material



Year 5



Media: Painting

- improve their mastery of art and design techniques
- 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
- Mix and match colours to create atmosphere and light effects
- Be able to identify primary secondary, complementary and contrasting colours
- Work with complementary colours

Knowledge: Art in history

- Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.

Media: Collage

- to improve their mastery of art and design techniques
- Experiment with a range of media to overlap and layer creating interesting colours and textures and effects

Knowledge: Paul Nash

- about great artists, architects and designers in history.

Together Everyone Achieves More

Year 6

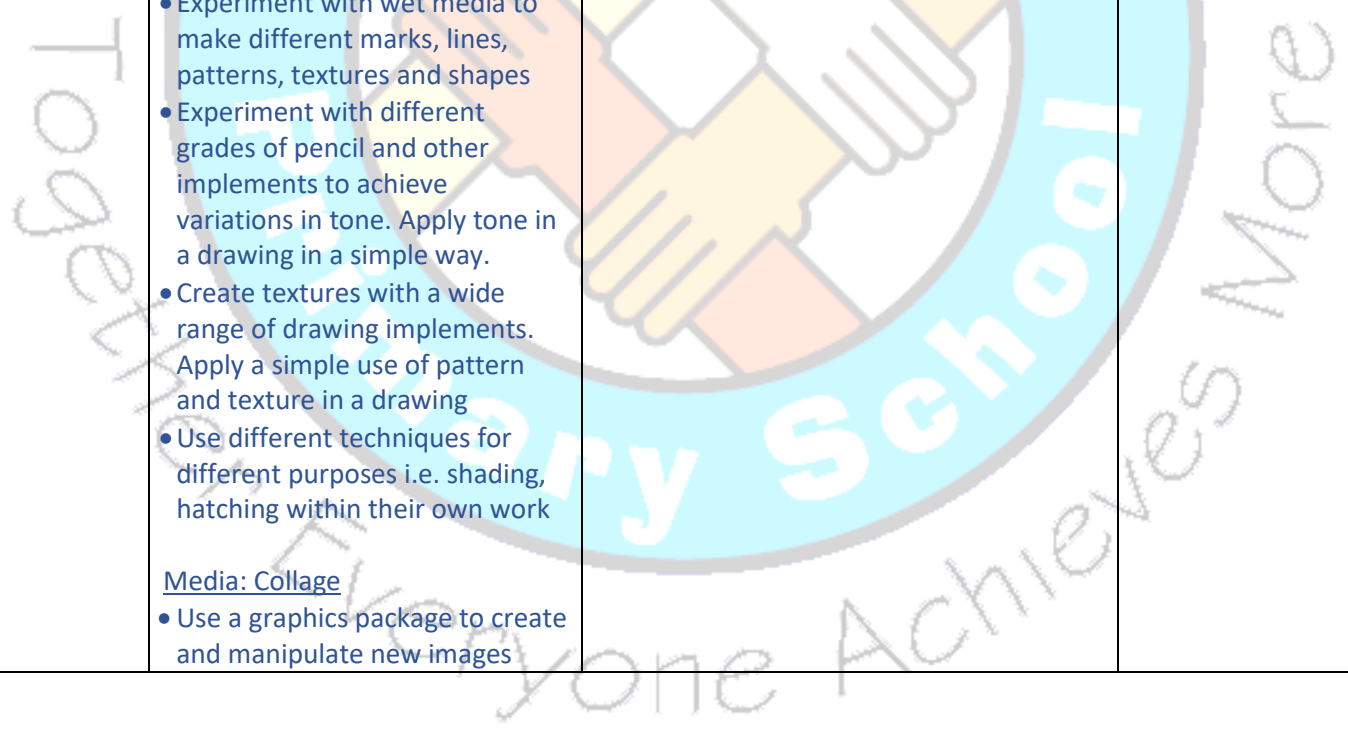


Media: Drawing

- improve their mastery of art and design techniques
- 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.
- Experiment with wet media to make different marks, lines, patterns, textures and shapes
- Experiment with different grades of pencil and other implements to achieve variations in tone. Apply tone in a drawing in a simple way.
- Create textures with a wide range of drawing implements. Apply a simple use of pattern and texture in a drawing
- Use different techniques for different purposes i.e. shading, hatching within their own work

Media: Collage

- Use a graphics package to create and manipulate new images



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| | <ul style="list-style-type: none">• 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 (sketch books etc.) | |
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Knowledge: Henry Moore

- Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.
- Question and make thoughtful observations about starting points and select ideas to use in their work.

