

# Shepherdswell Academy Art and Design Curriculum – Overview















#### Why Teach Art and Design?

Art supports students' personal development through creativity and self-expression, alongside developing resilience, confidence and critical thinking skills. We aim to engage learners in the creative process, encouraging them to express their individuality, whilst building skills in problem solving, decision making about their own work and that of others - learning to reflect and evaluate as work progresses. We promote the enjoyment of Art for itself, the development of skills with increasing mastery as they progress and their engagement in Art Craft and design - which can then be taken forward either into exams, or for itself, and have a lifelong impact with a love of art and artwork.

#### Our Curriculum will

- Produce creative work exploring their ideas and recording their experiences
- Become proficient drawing painting 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.

#### **Substantive Knowledge**

Leaners will study the Formal Elements of Art; Form, Shape, Colour, Line, Texture, Pattern

Through art practices including painting, drawing, sculpture, and print making.

These areas will be continually revisited across every key stage developing learner's skills and mastery.

### **Art and Design Teaching Approaches**

We use the following approaches to teaching topics.

**Primary Research** 

- Drawing in a variety of ways
- Looking at images from a variety of sources
- Looking at real objects

**Contextual Research** 

- Studying a variety of art, craft and designers work to inspire and inform practical work.
- Learners are encouraged to form their own opinions and listen to other's viewpoints

Learn and Experiment with new materials • Learner's practice and learn how to use a range of different media and art techniques. They are encouraged to experiment

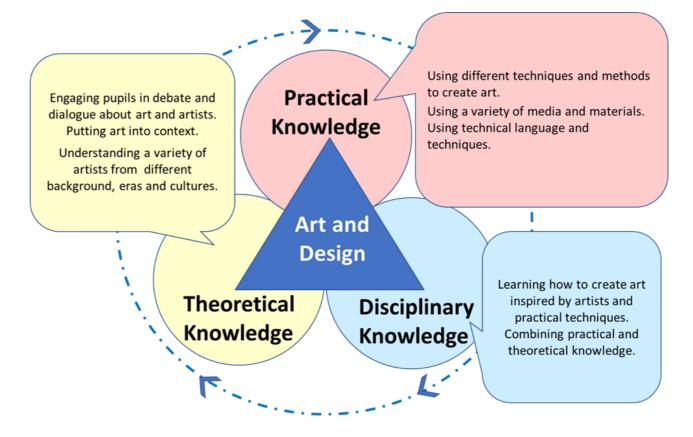
**Final Outcome** 

• Pupils will use prior learning, knowledge and practice to help design and generate a final outcome that showcases their learning and understanding.

## **Curriculum Overview**

The following table provides an overview of the projects taught in each year and term.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	People and Portraits	Dear Earth - Water	Drawing on Walls	Portraits	Houses and Buildings	WW2
Spring	Spider stories	Mushrooms	Volcanoes	Rainforest	Aztecs	Africa
Summer	Animals – Big Cats	The Seaside	Egypt	Romans	Earth and Space	All about Me





# Shepherdswell Academy Art and Design Curriculum Map – KS1 and KS2















Drawing



**Colour Work** 



Painting & Brush Control



**Colour Wheel** 



3D



Printing

	Aut	umn		Spring			Summer		
	Artist/Style Focus	Knowledge and Skills	Artist/Style Focus	Knowledge and S	Skills	Artist/Style Focus	Knowledge and	Skills	
Year 1	People/ Portraits: Looking at me	Observation – mirror – look at self  Mix a skin tone/matching colours to my hair/skin/eyes.  Line drawing	Spider Story	Line drawing     Mark making     Shapes     Repeated patterns     Oil pastel resist     Collage	L	Animal – Big Cats	Shapes Oil pastel Pattern making Mixing green Mark making		
	Artists link – Greats and modern	Water colour painting	Art Links: African pattern/Anansi	Drawing from observation	Λ	Artist link: Yago Partel, Rousseau	Watercolour painting		
Year 2	Roald Dahl Stories Georges marvellous medicine/James and the Giant Peach	Oil pastel resist Colouring pencils Creative drawing and mark making	Mushrooms  Attitude of the first and the fir	Colour mixing and matching     Block painting     Brush handling and control     Using templates     Drawing from observation     Printing, polyprint, single colour		Seaside	Brush handling and control     Making 3D – cardboard/mixed media		
	Artist link: Quentin Blake  Drawing on Walls	Charcoal drawing	Artists Link: Christiaan Nagel/Susannah Blaxhill  Volcanoes	Colour mixing and matching to colour	******	Artist Link: Edward Hopper/ Wayne Theibauld	Pencil colour blending	2444	
Year 3	Drawing on wans	Charcoal drawing     Mark making     Line drawing	Volcandes	wheel  Mixing block paint  Brush handling and control  Graphite drawing and mark making	/ ()	Egypt	Clay- slab and impressed marks		
	Artists links: Stone Age art/Graffiti, Keith Haring		Artist Link: Andy Warhol			Artists link: Traditional ancient Egyptian art			
Year 4	Portrait  Artists links: Naum Gabo	Pencil drawing     Tonal qualities/grey scale     3D Cardboard slotted head	Rainforest Frogs  Artists links: Henri Rousseau	Colour theory and mixing secondary's     Pattern and design     Using paint		Romans  Artists links: Ancient art inspired (Mosaic, Coins, Shields, Sculpture)	Design     Pattern and shape		
Year 5	Houses/Buildings  Artist link – Hundertwasser/Gaudi	Working in relief     Designing and creative drawing     Clay slab made house- Flat/3D slabs	Aztecs  Artists links:	Design     Make a printing block     Print process	<b>&amp;</b>	Earth and space  Artists links: Peter Thorpe	Mixed media- watercolour painting     Quality of line – pen work	L / C	
	ww2	• Expressive Oil pastel drawing	Africa	Cardboard manipulation		All about me – portrait and personality	Create mind mapping	/7	
Year 6		Expressive Oil pastel drawing     Wax resist		• 3d/Relief construction		Portrait and personality	Colour and design Portrait recap  Creating personal work about themselves- becoming an artist	£	
	Artists links: Henry Moore – War Art/Paul Nash		Artists links: Traditional African art and Craft			Artists links: Takashi Murakami & Yayoi Kusam	 a		