

Art Curriculum Y1- Y6 - Year A – 2022/2023

		Term 1	Term 2	Term 3
Driver project		Childhood (History)	Bright Lights, Big City (Geography)	School Days (History)
Owls Y1/2	PoS	<p><b><u>Mix It!</u></b></p> <ul style="list-style-type: none"> <li>Y1 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</li> <li>Y1 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.</li> <li>Y1 Evaluate and analyse creative works using the language of art, craft and design.</li> </ul> <p><b><u>Funny Face</u></b></p> <ul style="list-style-type: none"> <li>Y1 Use a range of materials creatively to design and make products.</li> <li>Y1 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</li> <li>Y1 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.</li> <li>Y1 Evaluate and analyse creative works using the language of art, craft and design.</li> </ul>	<p><b><u>Rain and Sunrays</u></b></p> <ul style="list-style-type: none"> <li>Y1 Use a range of materials creatively to design and make products.</li> <li>Y1 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</li> <li>Y1 Produce creative work, exploring their ideas and recording their experiences.</li> <li>Y1 Evaluate and analyse creative works using the language of art, craft and design.</li> </ul>	<p><b><u>Street View</u></b></p> <ul style="list-style-type: none"> <li>Y1 Use a range of materials creatively to design and make products.</li> <li>Y1 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</li> <li>Y1 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</li> <li>Y1 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.</li> <li>Y1 Produce creative work, exploring their ideas and recording their experiences.</li> <li>Y1 Evaluate and analyse creative works using the language of art, craft and design.</li> </ul>

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	<b>Driver project</b>	Through the Ages (History)	Rocks, Relics and Rumbles (Geography)	Emperors and Empires (History)
Goldfinch Y2/3	PoS	<p align="center"><b><u>Contrast and Compliment</u></b></p> <p>Y3 Create sketchbooks to record their observations and use them to review and revisit ideas.</p> <p>Y3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Y3 Learn about great artists, architects and designers in history.</p> <p>Y3 Evaluate and analyse creative works using the language of art, craft and design.</p> <p align="center"><b><u>Prehistoric Pots</u></b></p> <p>Y3 Create sketchbooks to record their observations and use them to review and revisit ideas.</p> <p>Y3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Y3 Evaluate and analyse creative works using the language of art, craft and design.</p>	<p align="center"><b><u>Ammonite</u></b></p> <p>Y3 Create sketchbooks to record their observations and use them to review and revisit ideas.</p> <p>Y3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p align="center"><b><u>People and Places</u></b></p> <p>Y3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Y3 Learn about great artists, architects and designers in history.</p> <p>Y3 Evaluate and analyse creative works using the language of art, craft and design.</p>	<p align="center"><b><u>Beautiful Botanicals</u></b></p> <p>Y3 Create sketchbooks to record their observations and use them to review and revisit ideas.</p> <p>Y3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Y3 Learn about great artists, architects and designers in history.</p> <p>Y3 Evaluate and analyse creative works using the language of art, craft and design.</p> <p align="center"><b><u>Mosaic Masters</u></b></p> <p>Y3 Create sketchbooks to record their observations and use them to review and revisit ideas.</p> <p>Y3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Y3 Learn about great artists, architects and designers in history.</p> <p>Y3 Evaluate and analyse creative works using the language of art, craft and design.</p>

		Term 1	Term 2	Term 3
	<b>Driver project</b>	Dynamic Dynasties (History)	Sow, Grow and Farm (Geography)	Ground-breaking Greeks (History)
Kingfisher Y4/5 Kestrel Y5/6	<b>PoS</b>	<p><b><u>Tints, Tones and Shades</u></b></p> <p>Y5 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). Y5 Evaluate and analyse creative works using the language of art, craft and design.</p> <p><b><u>Taoties</u></b></p> <p>Y5 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). Y5 Learn about great artists, architects and designers in history. Y5 Evaluate and analyse creative works using the language of art, craft and design.</p>	<p><b><u>Line, Light and Shadows</u></b></p> <p>Y5 Create sketchbooks to record their observations and use them to review and revisit ideas. Y5 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). Y5 Learn about great artists, architects and designers in history. Y5 Evaluate and analyse creative works using the language of art, craft and design.</p> <p><b><u>Nature's Art</u></b></p> <p>Y5 Create sketchbooks to record their observations and use them to review and revisit ideas. Y5 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). Y5 Learn about great artists, architects and designers in history. Y5 Evaluate and analyse creative works using the language of art, craft and design.</p>	<p><b><u>Mixed Media</u></b></p> <p>Y5 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). Y5 Learn about great artists, architects and designers in history. Y5 Evaluate and analyse creative works using the language of art, craft and design.</p> <p><b><u>Expression</u></b></p> <p>Y5 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). Y5 Learn about great artists, architects and designers in history. Y5 Become proficient in drawing, painting, sculpture and other art, craft and design techniques. Y5 Evaluate and analyse creative works using the language of art, craft and design.</p>

