



St Helen's Catholic Primary School  
Art & Design Curriculum Map 2017 – 2018

Topics that lend themselves to supporting British Values

Democracy

The Rule of Law

Individual Liberty

Mutual Respect

Tolerance

## Subject content - Key stage 1

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

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.

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.

	Autumn 1	Spring 1	Summer 1
Year 1	<p><b>Portraits</b></p> <p>Experiment with a variety of media. Control the types of mark made with a range of media. Observe &amp; draw shape from observations. Investigate by drawing light and dark lines.</p> <p><b>Amedeo Modigliani</b></p>	<p><b>Painting</b></p> <p>Identification of the primary colours. Colour mixing. Explore the effects of different brushes and tools. Use textured paint.</p> <p><b>Rangoli Patterns</b></p>	<p><b>Arts Weeks</b></p> <p>Manipulate materials by rolling and kneading. Explore sculpture with a range of malleable materials. Create a 3D sculpture using materials of different textures.</p>
	Autumn 2	Spring 2	Summer 2
Year 2	<p><b>Famous Buildings</b></p> <p>Print with a range of hard and soft materials. Draw on different surfaces with a range of media. Use simple graphics package to create images &amp; effects with lines.</p> <p><b>John Virtue</b></p>	<p><b>Texture Creatures</b></p> <p>Explore print and repetitive pattern. Effects of layering. Work on different scales. Select and use textured paper or fabric for an image. Explore tone using light &amp; dark patterns.</p> <p><b>David Klein</b></p>	<p><b>Arts Weeks</b></p> <p>Use watercolours and explore the effect on paint of adding water, glue, sand and oats. Use natural materials to explore the landscape.</p>

Subject Leader: Sarah Stack

Shadow Leader: Jessica Odufuye

Team Design: Sarah Stack and Jessica Odufuye



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## Subject content –Key stage 2

*Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.*

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.

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.

	Autumn	Spring	Summer 2
Year 3	<p><b>Autumn 2 Identity</b></p> <p>Explore the children's roots. Experiment with collage through layering, tearing and overlapping. Mix and use tints and shades.</p> <p><b>Sonia Boyce</b></p>	<p><b>Spring 1 - Patterns</b></p> <p>Use printing to create repeating patterns. Experiment with different painting effects E.g. blocking in colour. Mix colours and know which primary colours make secondary colours.</p> <p><b>William Morris</b></p>	<p><b>Arts Weeks</b></p> <p>Work on a range of scales. Record multiple drawings in sketchbooks in an Artist's style. Apply tone in a drawing in a simple way. Beginning to have an awareness of the potential of different tools.</p>
Year 4	<p><b>Autumn 2 Cartooning</b></p> <p>Focus on building of ideas in a sketchbook. Experiment with different grades of pencil and other implements to create lines and marks. Use the sketchbook to develop ideas.</p> <p><b>Walt Disney</b></p>	<p><b>Spring 2 Pottery</b></p> <p>Create surface patterns and textures in malleable material. Use paper mache to create a 3D object. Link to Roman Artefacts</p> <p><b>Gillian Lowndes</b></p>	<p><b>Arts Weeks</b></p> <p>Paint a colour wheel. Chn to have a knowledge of complimentary and contrasting colours. Explore the effect of adding a light source in a painting e.g. sun or lamp; Victor Horta. Begin to express mood in paintings considering colour for purposes.</p>
Year 5	<p><b>Autumn 2 Street Art</b></p> <p>Store images and present them using software. Add collage to a painted printed or drawn background. Experiment with wet media to make a range of marks, lines, textures and shapes. Work into print with a range of media e.g. pen.</p> <p><b>Banksy</b></p>	<p><b>Spring 1 Castles and Palaces</b></p> <p>Study Queen Victoria's most frequent residences of Balmoral and Windsor Castle. Use different media to create different marks, lines, patterns and shapes within a drawing. Explore colour mixing techniques with coloured pencils.</p> <p><b>Sir William Whitfield</b></p>	<p><b>Arts Weeks</b></p> <p>Look at 3D Art and develop a sculpture piece as a response to this. Pupils begin to look at colour and pattern in 3D structures, transferring the knowledge to their own work. Focus on form, pattern, texture and colour. Create prints with multiple layers and colours. Work into prints with a range of media e.g. pens, colour pens and paints. Relief print using etching.</p>
Year 6	<p><b>A sense of place</b></p> <p>Landscapes Linked to WWII. Develop an awareness of composition, scale and proportion in their paintings. Mix and match colours to develop atmosphere or light effects.</p> <p><b>Hebert Mason</b></p>		<p><b>Arts Weeks Activities followed by Props &amp; Costumes</b></p> <p>Design and make for end of year Production Use fabrics, variety of threads and needles. Experiments with a range of media to overlap and layer creating interesting colours, textures and effects. Experiment with batik techniques</p>

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