



# Yew Tree Primary School

## ART AND DESIGN CURRICULUM OVERVIEW

### RESPONSIBILITY:

We are responsible for what we do – if it's to be, it's up to me! We are prepared, organised and recognise consequences of our actions on ourselves and others.

### RESPECT:

We are respectful by treating others how we wish to be treated – using manners, being thoughtful, kind and celebrating diversity

### COURAGE:

We are brave and we take chances. We develop resilience to keep going even when things are tough. We face our fears and we are not afraid to make mistakes.

### AMBITION:

We believe we can achieve in anything that we put our mind to. We aim high, love learning, have a positive 'can do' attitude and aim to be the best!

### PRIDE:

We are proud of who we are and where we are from. We believe in our abilities and celebrate our success. We are a family at Yew Tree!

Intent	Curriculum Aim	To offer a broad, balanced & inclusive curriculum which acts as a starting point to stimulate awe, wonder & curiosity and which encompasses 'Learning Without Limits' so that children are empowered and able to achieve their full potential.	<b>What does this mean for Art and Design?</b> <ul style="list-style-type: none"> <li>• High quality art and design in our curriculum should engage, inspire and challenge our children to embody some of the highest forms of creativity.</li> <li>• Our art and design curriculum is designed to equip pupils with the knowledge and skills to experiment, invent and create their own works of art, craft and design. It allows them to think critically and develop a more rigorous understanding of how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.</li> <li>• Our art and design curriculum helps pupils to produce creative work, explore their ideas and record their experiences.</li> <li>• Pupils will build on their skills and knowledge and become proficient in drawing, painting, sculpture and other art, craft and design techniques.</li> <li>• Pupils will develop a wide-ranging art and design vocabulary to explain, evaluate and analyse creative works.</li> <li>• Through our curriculum, pupils will know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</li> </ul>
	Curriculum Objectives	<ul style="list-style-type: none"> <li>• To develop the child as a responsible and confident citizen who is prepared to live in an ever-changing and diverse world.</li> <li>• To develop the child as an individual who embraces challenge and makes the most of every opportunity to learn.</li> <li>• To develop the child as a life-long learner who has a range of skills, which ensure a high level of achievement.</li> </ul>	



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## Art and Design Key Skills Progression

Area	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Creating</b>	Use a range of media, tools and techniques to create images, show ideas and different emotions.	Create art in a range of ways to show their ideas and feelings about a theme.	Design and make art to show ideas.	Choose the best materials and techniques to develop an idea.	Use and combine a range of elements (e.g. line, colour, texture) in artwork.	Experiment in order to develop techniques to create different types of art.	Create work on a theme, by developing ideas through a range of initial sketches or models.	Create art that has personal, historic or conceptual meaning.
<b>Topics where covered</b>	Me and My Community Starry Night Dangerous Dinosaurs Puddles and Rainbows Sunshine and Sunflowers Big Wide World	Long Ago Animal Safari Creep Wriggle and Crawl	Funny Faces and Fabulous Features Street View Rain and Sunrays	Coastline Portraits and Poses Still Life	Ammonite Prehistoric Pots People and Places	Vista Warp and Weft Islamic Art	Sow, Grow and Farm Line Light and Shadows Mixed media	Trailblazers, Barrier breakers Environmental Artists
<b>Exploring and generating ideas</b>	Talk about and represent ideas, sounds, movement and emotions through their creations.	Talk about their ideas as they are creating artwork.	Share ideas simply before creating artwork.	Make simple sketches to explore and develop ideas.	Use preliminary sketches to communicate an idea or experiment with a technique.	Create a series of sketches to develop ideas on a theme or show mastery of a technique.	Review ideas and sketches to improve and develop ideas.	Gather, record and develop information to create a mood board or montage to inform their thinking
<b>Topics where covered</b>	All projects	All projects	Funny Faces and Fabulous Features Street View	Portraits and Poses Still Life Flower Head	Prehistoric Pots People and Places	Vista Warp and Weft Islamic Art	Firedamp and Davy Lamps Line Light and Shadows Mixed Media	Bees, Beetles and Butterflies Trailblazers and Barrier Breakers Environmental Artists
<b>Evaluating</b>	Say what they like or dislike about their work.	Share their creations with others, explaining their intentions and the techniques and tools they used.	Share what they like about their own or others' work using simple artistic vocabulary	Analyse and evaluate their own and others' work using artistic vocabulary.	Make suggestions for ways to change and improve a piece of artwork.	Give feedback to others about ways to improve a piece of artwork.	Compare and comment on the ideas, methods and approaches in their own and others' work.	Change and refine artwork as a result of constructive feedback and reflection.
<b>Topics where covered</b>	Ongoing	Animal Safari Creep, wriggle and crawl	Funny Faces and Fabulous Features Street View Rain and Sunrays	Portraits and Poses Flowerhead Still Life	Ammonite Prehistoric Pots People and Places	Vista Warp and Weft Islamic Art	Firedamp and Davy Lamps Line Light and Shadows Mixed Media	Bees, Beetles and Butterflies Trailblazers and Barrier Breakers

<b>Use of malleable materials (Sculpture)</b>	Explore ways of changing the shape or texture of malleable materials.	Manipulate malleable materials into different shapes and forms using their hands and other tools.	Manipulate malleable materials by squeezing, pinching, pulling, pressing, rolling, modelling, flattening, poking, squashing and smoothing.  Manipulate paper and card to create a simple form by cutting, layering and overlapping.	Press objects into a malleable material to make textures, patterns and imprints.	Create a 3-D form using malleable or rigid materials, or a combination of materials.	Use clay to create a detailed 3-D form.	Create a relief form using a range of tools, techniques and materials.	Create a 3-D form using malleable materials in the style of a significant artist, architect or designer.
<b>Topics where covered</b>	Exploring Autumn Sparkle and Shine Starry Night Winter Wonderland Dangerous Dinosaurs Sunshine and Sunflowers	All projects	Funny Faces and Fabulous Features Street View	Flowerhead	Ammonite Prehistoric Pots	Islamic Art		Environmental Artists
<b>Use of paper, fabric, metal and plastic (including collage)</b>	Use a variety of paper and fabric to make images.	Cut, tear, fold and stick papers and fabrics.	Use textured materials to create a simple collage.	Create a range of textures using different types of paper.	Use over and under weaving to create a simple pattern.	Weave natural or man-made materials on looms to make patterns or pictures.	Use paper to explore traditional crafting techniques.	Combine different materials to create textural effects.
<b>Topics where covered</b>	Me and My Community Dangerous Dinosaurs	Let's Explore Animal Safari Creep, wriggle and crawl	Funny Faces and Fabulous Features Rain and Sunrays	Flowerhead		Warp and Weft	Mixed Media	Bees, beetles and butterflies Environmental artists
<b>Painting</b>	Explore colour and ways to apply paint using a range of different tools.	Use primary and other coloured paint using range of methods of application.  Use a range of tools to explore painting techniques.	Identify and use paints in the primary and secondary colours.  Hold a paintbrush correctly and try out different sized brushes.	Name and mix secondary colours.  Make, describe and use a range of hues  Choose the correct paintbrush for a task.	Identify, mix and use contrasting coloured paints.  Choose and use the correct paintbrush for purpose.	Identify, mix and use warm and cool colours to show warmth or coolness.  Choose a paintbrush appropriate to the task and explain why	Mix and use tints and shades of colours using a range of different materials.  Use brushstrokes for effect.	Use knowledge of colour / colour theory including contrasting and analogous colours.  Make choices about the use of painting tools and techniques.
<b>Topics where covered</b>	Me and My Community Winter Wonderland Dangerous Dinosaurs Puddles and Rainbows Sunshine and Sunflowers	Let's Explore Long Ago Ready Steady Grow Signs of Spring Stories and Rhymes Creep Wriggle and Crawl	Funny Faces and Fabulous Features Street View	Still Life Flowerhead	People and Places	Vista	Firedamp and Davy Lamp Sow, Grow and Farm	Bees, beetles and butterflies Trailblazers and Barrier Breakers

<b>Drawing</b>	Use a range of drawing tools to make continuous lines and closed shapes which represent their ideas and make patterns.	Use and choose a variety of drawing tools and media.	Use soft and hard pencils to create different types of line and shape.	Use pencil, ink and charcoal to create patterns, textures and lines, and explore shape, form and space.	Add tone to a drawing by using linear and cross hatching, scumbling and stippling.	Use the different properties of pen, ink and charcoal to create a range of effects in drawing.	Use pen and ink (ink wash), chalk and charcoal to add perspective, texture and light and shade with increasing realism.	Use line and tone to draw detail or perspective.
<b>Topics where covered</b>	Puddles and Rainbows Sunshine and Sunflowers	Build it up Long Ago Animal Safari Creep Wiggle, Crawl	Bright Lights, Big City Street View Rain and Sunrays	Coastline Portraits and Poses Flower Head	Ammonite People and Places	Vista	Line Light and Shadows	Bees, beetles and butterflies
<b>Printing</b>	Make simple prints using fingers, hands, feet and found objects.	Make simple prints using a variety of tools, including print blocks and rollers.	Make simple prints and patterns using liquids including ink and paint.	Use materials such as clay or polystyrene, to develop a block print.	Make a print that has two colours.	Combine printmaking techniques and materials to create a print on a theme.	Add text photographs or pictures to a print.	Use the work of a significant printmaker to influence artwork.
<b>Topics where covered</b>	Exploring Autumn Starry Night Winter Wonderland Dangerous Dinosaurs	Build it up Let's explore Long Ago Creep wriggle and crawl Animal Safari	Rain and Sunrays	Flowerhead	Ammonite		Mixed Media	
<b>Use of natural materials</b>	Explore natural materials to make patterns and images.	Use natural materials to make 2-D and 3-D art.	Make transient art and pattern work using both man-made and natural materials.	Draw, paint and sculpt natural forms from observation, imagination and memory.	Use nature and natural forms as a starting point for artwork.	Show the detailed patterns found in nature such as water, weather or animal skins	Clearly record natural forms, animals and landscapes using digital photography and graphics software.	Create art inspired by or giving an environmental message.
<b>Topics where covered</b>	Big Wide World	Lets Explore Stories and Rhymes Animal Safari Creep Wiggle Crawl	Rain and Sunrays	Still Life Coastline Flower Head	Ammonite Prehistoric Pots		Line, Light and Shadows Firedamp and Davy Lamp	Environmental Artists
<b>Human Form</b>	Use different kinds of lines and marks to draw people by observing, imagining and remembering.	Draw parts of the human body and add details drawing on what can be observed, imagined or remembered.	Use drawing, painting or sculpture to represent the human face with attention to details of facial features, using what has been observed, imagined or remembered.	Represent the human form, including face and features, from what has been observed, imagined or recalled.	Draw, paint or sculpt a human figure in a variety of poses, using a range of materials, such as pencil, charcoal, paint and clay	Explore and develop art that uses the human form from different starting points e.g., history or more modern eras	Explore and create expression in portraits.	Use techniques such as distortion, abstraction and exaggeration to create interesting effects in portraiture or figure drawing.
<b>Topics where covered</b>	Me and My Community – Optional	Lets Explore Long Ago	Funny Faces and Fabulous Features Childhood	Portraits and Poses Magnificent Monarchs	People and Places		Ground-breaking Greeks	

<b>Landscapes</b>	Create pictures of places that are imagined or from real life experiences.	Draw or paint an imaginary or observed place	Draw or paint an imagined, observed or remembered place.	Include some attention to detail when drawing or painting features of a landscape	Draw, collage, paint or photograph a landscape.	Choose a perspective or viewpoint for a landscape.	Use different materials to make imaginative and fantasy landscapes.	Create landscape art with or without typical perspective.
<b>Topics where covered</b>	Starry Night Big Wide World	Lets Explore Stories and Rhymes Animal Safari Signs of Spring	Bright Lights, Big City Street View	Coastline Flower Head	People and Places	Vista		
<b>Comparing and Contrasting</b>	Say how their artwork is the same or different to someone else's.	Discuss similarities and differences in their own and others' work, linked to visual elements, such as colour, scale, subject matter, composition and type.	Identify similarities and differences between two or more pieces of art.  Identify and compare different textures	Describe similarities and differences between artwork.	Compare and contrast artists, architects and designers identifying characteristics of the style of artwork, structure and product through time.	Compare and contrast artwork from different times and cultures.	Describe and discuss how different artists and cultures have used a range of visual elements in their work.	Compare and contrast artists' use of perspective, abstraction, figurative and conceptual art.
<b>Topics where covered</b>	Ongoing	Ready, Steady Grow Animal Safari	Funny Faces and Fabulous Features Street View	Coastline Portraits and Poses Still Life Flower Head	People and Places	Vista Warp and Weft	Firedamp and Davy Lamps Line, Light and Shadows	Trailblazers and barrier Breakers
<b>Work of other artists (including movements)</b>	Explore and talk about pictures of famous artwork as they paint and draw.	Explore artwork by famous artists and talk about their likes and dislikes.	Describe and explore the work of a significant artist.	Explain why a painting, piece of artwork, body of work or artist is important.	Work in the style of a significant artist, architect, culture or designer.	Explain the significance of art, architecture or design from history and create work inspired by it.	Investigate and develop artwork using the characteristics of an artistic movement or genre.	Explain the significance of artworks from a other times and cultures. Use elements of these to create their own artworks.
<b>Topics where covered</b>	Ongoing	Long Ago Creep Wriggle and Crawl	Funny Faces and Fabulous Features Street View	Portraits and Poses Still Life	Prehistoric Pots People and Places	Vista Islamic Art	Mixed Media	Trailblazer and Barrier Breakers
<b>Digital Art</b>	Use simple drawing apps to create art.	Use digital devices to photograph their work.  Create digital pictures.	Create an image in a simple paint application	Use software to create a line drawing.	Create a digital collage of landscapes.	Create a piece of art work which includes digital tessellation.	Record and edit natural forms to create digital photographs.	Use digital devices to record artwork considering lighting and perspective.
<b>Topics where covered</b>	Ongoing	Ongoing Long Ago / Stories and Rhymes		Portraits and Poses	People and Places	Islamic Art	Line, Light and Shadows	Environmental Artists