

St. Paul's

ART CURRICULUM MAP

Key stage 1

- 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.

Key stage 2

- 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.

YEAR	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	What if you could go back in time? <u>Painting</u> <ul style="list-style-type: none"> • Use thick and thin brushes. • Mix primary colours to make secondary. • Add white to colours to make tints and black to colours to make tones. • Create colour wheels. 	Who are our neighbours?	Antarctica- what will happen if the ice melts? <u>Drawing</u> <ul style="list-style-type: none"> • Draw lines of different sizes and thickness. • Colour (own work) neatly following the lines. • Show pattern and texture by adding dots and lines. • Show different tones by using coloured pencils. 	What if we didn't have aeroplanes? <u>Arts Week</u> <ul style="list-style-type: none"> • Gustav Klimt. • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. 	Superheroes- do they live amongst us? <u>Digital Media</u> <ul style="list-style-type: none"> • Use a wide range of tools to create different textures, lines, tones, colours and shapes. 	What if you lived in Australia? <u>Sculpture</u> <ul style="list-style-type: none"> • Use a combination of shapes. • Include lines and texture. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving.
	What if you could design your perfect house? <u>Digital Media</u>	What if you could choose a capital city for the UK?	Should we be grateful for the Great Fire of London? <u>Print</u>	What if you lived beside the seaside? <u>Collage</u>	Going into the unknown- is it brave or reckless?	What if you lived in India? <u>Textiles</u>

	<ul style="list-style-type: none"> • Use a wide range of tools to create different textures, lines, tones, colours and shapes. 		<ul style="list-style-type: none"> • Use repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers). • Use objects to create prints (e.g. fruit, vegetables or sponges). • Press, roll, rub and stamp to make prints. 	<ul style="list-style-type: none"> • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture. 		<ul style="list-style-type: none"> • Use weaving to create a pattern. • Join materials using glue and/or a stitch. • Use plaiting. • Use dip dye techniques.
3	Would you prefer to live during the Stone age or Iron age?	What if the ground started to move?	What if you lived in Ancient Egypt?	What if you lived in a different country?	What if the Romans had never invaded Britain?	What if you were a town planner for Nuneaton?
	<u>Drawing</u> <ul style="list-style-type: none"> • Use different hardnesses of pencils to show line, tone and texture. • Annotate sketches to explain and elaborate ideas. • Sketch lightly (no need to use a rubber to correct mistakes). • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture. 	<u>Sculpture</u> <ul style="list-style-type: none"> • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Include texture that conveys feelings, expression or movement. • Use clay and other mouldable materials. • Add materials to provide interesting detail. 	<u>Sculpture/Painting</u> <ul style="list-style-type: none"> • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Use watercolour paint to produce washes for backgrounds then add detail. • Experiment with creating mood with colour. 	<u>Digital Media</u> <ul style="list-style-type: none"> • Create images, video and sound recordings and explain why they were created. 		
4	What if you had to climb a mountain?	What if you had to choose: Athenian or Spartan?	Where in the UK would you live?	What if you were born in Saxon times?	What if a river took a different course?	What if there was still mining in Nuneaton?
	<u>Print</u> <ul style="list-style-type: none"> • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. 	<u>Textiles</u> <ul style="list-style-type: none"> • Shape and stitch materials. • Use basic cross stitch and back stitch. • Colour fabric. 		<u>Digital Media</u> <ul style="list-style-type: none"> • Create images, video and sound recordings and explain why they were created. 	<u>Collage</u> <ul style="list-style-type: none"> • Select and arrange materials for a striking effect. • Ensure work is precise. 	

	<ul style="list-style-type: none"> • Make printing blocks (e.g. from coiled string glued to a block). • Make precise repeating patterns. 	<ul style="list-style-type: none"> • Create weavings. • Quilt, pad and gather fabric. 			<ul style="list-style-type: none"> • Use coiling, overlapping, tessellation, mosaic and montage. 	
5	What if there were no rainforests?	What if the Vikings had never invaded?	What if we didn't have a monarchy?	What if you could do something to change the world?	What if you lived in Mexico?	What if we didn't have medicine?
	<u>Collage</u> <ul style="list-style-type: none"> • Mix textures (rough and smooth, plain and patterned). • Combine visual and tactile qualities. • Use ceramic mosaic materials and techniques. 	<u>Digital Media</u> <ul style="list-style-type: none"> • Enhance digital media by editing (including sound, video, animation, still images and installations). 				<u>Drawing</u> <ul style="list-style-type: none"> • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). • Use a choice of techniques to depict movement, perspective, shadows and reflection. • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). • Use lines to represent movement.
6	Could you survive?	Is it right to fight?	Is the earth fractured or flourishing?	What if the Mayans never existed?	Does the punishment fit the crime?	Can you have a balance of power?
	<u>Collage</u> <ul style="list-style-type: none"> • Mix textures (rough and smooth, plain and patterned). • Combine visual and tactile qualities. 	<u>Textiles</u> <ul style="list-style-type: none"> • Show precision in techniques. • Choose from a range of stitching techniques. 	<u>Digital Media</u> <ul style="list-style-type: none"> • Enhance digital media by editing (including sound, video, animation, still images and installations). 	<u>Print</u> <ul style="list-style-type: none"> • Build up layers of colours. • Create an accurate pattern, showing fine detail. 		

	<ul style="list-style-type: none">• Use ceramic mosaic materials and techniques.	<ul style="list-style-type: none">• Combine previously learned techniques to create pieces.		<ul style="list-style-type: none">• Use a range of visual elements to reflect the purpose of the work.		
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