

# Art Curriculum Map 2022/23

# EYFS Foundation Stage

CTT O T CHILDREN OF COLOR					
Expressive Arts and Design					
This involves supporting children to explore and play with a wide range of media and materials. It involves providing children with opportunities and encouragement for					
sharing their thoughts, ideas and feelings through a variety of activities in art, music, movement, dance, role-play, and design and technology.					
ELG 16 Exploring and using • They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and					
media and materials:					
ELG 17 Being imaginative:	Children use what they have learnt about media and materials in original ways, thinking about uses and purposes				
	• They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role-play and stories.				

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Getting to know Me	Autumn Time and	Once Upon a Time:	Under Our Feet	Plants and Growing	On the Move
FS	and	Festivals	Traditional Tales		and	
	Once Upon a Rhyme				Minibeasts	
	Self-care and responsibility: Using an apron, washing hands and tools, returning resources to shelf, naming work and using dryer.  Drawing: Self portrait, observing features.  Colour: Naming and matching.	Paint: Firework Art - Exploring mark making with tools.  Observing poppies - selecting colour and brush type with purpose. Cleaning brush.  Clay: Exploring and describing this material.  Pattern: Creating patterns using objects, images, drawing and painting. Links to RE (Rangoli pattern)	Paper: Exploring different types of paper and how they can be manipulated to create an effect e.g. cutting , folding, ripping, scrunching.	Printing: Exploring a range of printing methodsMono printing -Collography -Stencil printing  Drawing: Observational drawings of animals. Using choice of mark makers (pencil, pen, pastel). Exploring the potential of different tools for making a range of marks.	Transient Art: Exploring and using everyday and natural materials to create an image.  Printing: Exploring symmetry using paint, objects, bodies. (Links to mathematics - symmetry, doubles)	Using Technology to create a digital image: - learning to use paint app use of camera to photograph/video.

## In KS1 pupils will be taught to:

- explore and develop ideas by drawing, collecting ideas and talking about them;
- try out and use a range of materials and tools for drawing, painting, collage, textiles, digital, media and printing;
- think and talk about ideas as they work so that they can change things if they want to;
- learn and understand about colour, line, texture and shape by exploring them;
- look at and talk about the work of other artists.

#### Ongoing:

To master techniques Drawing

To master techniques Painting

To take inspiration from the Greats classic and modern

Skills in the above areas will be taught through cross curricular links and opportunities provided through continuous provision.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1				To master techniques Collage To take inspiration from the Greats classic and modern School thistle emblem	To master techniques Sculpture To take inspiration from the Greats classic and modern Medals or paper mache heads	
Year 2		To master techniques in Printing To master techniques Drawing To take inspiration from the Greats classic and modern		To master techniques Drawing To master techniques Painting To take inspiration from the Greats classic and modern	To master techniques Textiles	
		Great Fire of London - different materials and colours/shading Paul Klee		Quentin Blake drawing animals	Puppets (link with DT)	

## In KS2 pupils will be taught to:

- investigate, record and develop ideas by collecting information in sketch books;
- learn to use different materials and tools (including ICT) to create art work;
- adapt own work after discussing, comparing and learning from own and others work;
- learn more about the visual and tactile elements such as colour, line and shape etc and how to use them;
- look at art, craft and design work from different times and cultures and use this to help in developing own work.

#### Ongoing:

To develop ideas using a sketchbook

To master techniques Drawing

To master techniques Painting

To take inspiration from the Greats classic and modern

Skills in the above areas will be taught through cross curricular links and opportunities provided through enquiry learning.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3		To master techniques Drawing To master techniques Print To take inspiration from the Greats classic and modern Fossils		To master techniques Collage  Roman mosaics		
Year 4		To master techniques Drawing To master techniques Sculpture  Egyptian Canopic Jars		To master techniques Painting?	To master techniques Textiles To take inspiration from the Greats classic and modern Link to DT Y3 Textile unit	
Year 5		To master techniques Collage	To master techniques Textiles	To master techniques Painting To take inspiration from the Greats classic and modern	Ellik 10 DT 73 Textile ulli	
		Link to Ancient Maya	Link to DT - sustainability	Link to Science - Earth and space Peter Thorpe		
Year 6		To master techniques Drawing To master techniques Printing To take inspiration from the Greats classic and modern Hundertwasser		To master techniques Sculpture To take inspiration from the Greats classic and modern  Compare Greek sculpture to		
		Transcer (wasse)		Henry Moore/Barbara Hepworth – realistic and abstract human form		