



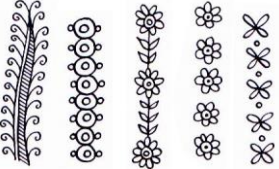








Art and DT Curriculum Map and Art Progression of Skills




	A1	A2	Sp1	Sp2	Su1	Su2	
Year 1	<p>Marvellous Me!</p> <p>DRAWING PAINTING Self-portrait in style of Picasso</p>  <p>Experiment with and control marks made with different media: pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chinks.</p> <p>Draw lines and shapes from observations using different surfaces.</p> <p>Invent lines and shapes in drawing.</p> <p>Investigate tone by drawing light/dark lines, patterns and shapes.</p>	<p>Out of this world</p> <p>3D DESIGN Design, make and evaluate a rocket</p>  <p>Work safely with materials and tools</p> <p>Experiment with constructing and joining recycled, natural and manmade materials</p>	<p>Time Travellers</p> <p>COOKING & NUTRITION Design, make and evaluate a healthy snack – fruit salad/plate</p>		<p>PRINTING Artist – William Morris Lego printing Nature Printing</p>  <p>Print with a range of hard and soft materials e.g. corks, sponge, fruit and vegetables</p> <p>Take simple prints i.e. mono-printing</p> <p>Design and build repeating patterns and recognise pattern in the environment.</p> <p>Create simple printing blocks for press print.</p> <p>Experiment with overprinting motifs and colour.</p>	<p>Roaming through the Rainforest</p> <p>COLLAGE MECHANICAL SYSTEMS Rainforest landscape includes slider</p> <p>Create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines etc.</p> <p>Collect, sort and group materials or different purposes in different ways/shapes, i.e. texture, colour.</p> <p>Arrange and glue materials to different backgrounds</p> <p>Fold, crumple, tear and overlap papers.</p>	<p>Animal Kingdom</p> <p>TEXTILES Design, make and evaluate an animal puppet</p>

	<p>Investigate pattern and texture by describing, naming, rubbing and copying</p> <p>Use a variety of tools and techniques i.e. brush sizes and types.</p> <p>Mix and match colours to artefacts and objects.</p> <p>Work on different scales.</p> <p>Experiment with tools and techniques e.g. layering, mixing.</p> <p>Name and mix primary colours, shades and tones.</p> <p>Create textured paint by adding material, i.e. sand or plaster</p>					
<p>Year 2</p>	<p>London's Burning</p>	<p>Healthy Bodies</p>	<p>Spice of Life</p>	<p>Imagination Island</p>	<p>The Secret Garden</p>	<p>Beside the Seaside</p>
	<p>3D DESIGN Design, make and evaluate a model of Tudor house to re-create the Fire of London</p> 	<p>COOKING & NUTRITION Design, make and evaluate a healthy sandwich</p>	<p>PRINTING Tile printing Indian henna patterns Veena Nagda – famous Mehndi artist</p>  <p>Take simple prints i.e. mono-printing</p>	<p>COLLAGE DRAWING Island landscape</p>  <p>Experiment with and control marks made with</p>	<p>3D DESIGN Design, make and evaluate a minibeast sculpture</p> 	<p>MECHANICAL SYSTEMS Vehicle to travel on the beach (Beach Buggy) with axle and wheels</p>





	<p>Work safely with materials and tools</p> <p>Experiment with constructing and joining recycled, natural and manmade materials.</p>		<p>Design and build repeating patterns and recognise pattern in the environment.</p> <p>Create simple printing blocks for press print.</p> <p>Experiment with overprinting motifs and colour.</p>	<p>different media: pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalks.</p> <p>Draw lines and shapes from observations using different surfaces.</p> <p>Invent lines and shapes in drawing.</p> <p>Investigate tone by drawing light/dark lines, patterns and shapes.</p> <p>Investigate pattern and texture by describing, naming, rubbing and copying</p> <p>Create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines etc.</p> <p>Collect, sort and group materials or different purposes in different ways/shapes, i.e. texture, colour.</p> <p>Arrange and glue materials to different backgrounds</p> <p>Fold, crumple, tear and overlap papers.</p>	<p>Manipulate malleable materials in a variety of ways i.e. rolling, joining and kneading.</p> <p>Explore sculpture with a range of malleable media</p> <p>Work safely with materials and tools</p>	
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	A1	A2	Sp1	Sp2	Su1	Su2
Year 3	Rock of Ages	The Auroras	Gladiators	Moving to thrive	Work like an Egyptian	Jurassic World
	<p style="text-align: center;">Drawing Cave art- different media</p>  <p style="text-align: center;">Draw for a sustained period of time.</p> <p style="text-align: center;">Use a sketchbook to collect and develop ideas from a range of sources.</p> <p style="text-align: center;">Experiment with marks and lines with a wide range of implements e.g. charcoal, chalk, pencil, crayon, pens etc.</p> <p style="text-align: center;">Experiment with different grades of pencil to achieve varied tone.</p> <p style="text-align: center;">Create texture and pattern in drawing with a range of implements.</p>	<p style="text-align: center;">PAINTING Silhouettes- painting and colour mixing</p>  <p style="text-align: center;">Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects, adding depth and distance.</p> <p style="text-align: center;">Create different effects and textures with paint</p> <p style="text-align: center;">Use language of and mix primary and secondary colours and use tints and shades.</p>	<p style="text-align: center;">MECHANICAL SYSTEMS Design, make and evaluate a Roman catapult</p>	<p style="text-align: center;">PHOTO COLLAGE Vanley Burke Children use collages to make a picture in response to the windrush experience</p> <p style="text-align: center;">Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.</p> <p style="text-align: center;">Use collage as a means of collecting ideas and information and building up a visual vocabulary.</p>	<p style="text-align: center;">PRINTING TEXTILES Hieroglyphic printing</p>  <p style="text-align: center;">Create printing blocks using relief or impressed method.</p> <p style="text-align: center;">Develop print techniques i.e. monoprinting, block printing, relief or impressed method.</p> <p style="text-align: center;">Create repeating patterns.</p> <p style="text-align: center;">Print with two colour overlays.</p>	<p style="text-align: center;">3D DESIGN Design, make and evaluate Eye sculptures</p>  <p style="text-align: center;">Plan, design and make models from observation or imagination</p> <p style="text-align: center;">Develop skills in joining, extending and modelling clay.</p> <p style="text-align: center;">Experiment with constructing and joining recycled, natural and manmade materials</p> <p style="text-align: center;">Create textures and patterns in malleable materials including clay</p>

Year 4

	A1	A2	Sp1	Sp2	Su1	Su2
Year 5	<p>Terrible Tudors</p> <p>DRAWING and PAINTING Henry V111 portrait</p>  <p>Explore different styles of art – Pop Art and Cubism to recreate portrait of Henry V111 Children create their own and then Whole class – each child has a different part to re-create</p> <p>Develop a painting from a drawing</p> <p>Experiment with different media and materials for painting.</p> <p>Create imaginative work from a variety of sources e.g. observational drawing, music, poetry.</p>	<p>Neighbours – Near and Far</p> <p>COOKING & NUTRITION Design, make and evaluate focaccia bread</p>	<p>Natural Disasters</p> <p>PAINTING and COLLAGE Create volcanic artwork, inspired by the work of artist Margaret Godfrey</p>  <p>Work on sustained, independent, detailed drawings</p> <p>Develop close observational skills.</p> <p>Use a sketchbook to collect and develop ideas.</p> <p>Experiment with wet or dry media to make different marks, lines, patterns, textures and shapes within a drawing.</p> <p>Develop drawing using tonal contrast and mixed media.</p>	<p>Life in the Trenches</p> <p>DRAWING Perspective art trench drawing Look at work by famous perspective artists e.g. Filippo Brunelleschi Leonardo, Italian sculptor Michelangelo, Raphael, Botticelli</p>  <p>Work on sustained, independent, detailed drawings</p> <p>Develop close observational skills.</p> <p>Use a sketchbook to collect and develop ideas.</p> <p>Experiment with wet or dry media to make different marks, lines, patterns, textures and shapes within a drawing.</p> <p>Use different techniques for different purposes</p>	<p>Crime and Punishment through the ages</p> <p>MECHANICAL SYSTEMS The Highwayman moving model using cams, wheels and axles</p>	<p>Africa - Benin</p> <p>3D DESIGN - SCULPTURE Design, make and evaluate a figure using clay African art and artists</p> <p>Shape, form, model and construct from observation and imagination.</p> <p>Use recycled, natural and manmade materials to create sculptures.</p> <p>Plan a sculpture through drawing and other preparatory work</p> <p>Develop skills in using clay including slabs, coils, slips etc</p> <p>Produce patterns and textures in malleable materials.</p>

	<p>Mix and match colours to create atmosphere and light effects.</p> <p>Identify, mix and use primary, secondary, complimentary and contrasting colours.</p>		<p>Begin to develop an awareness of composition, scale and proportion i.e. foreground, middle ground, background</p> <p>Develop a painting from a drawing</p> <p>Experiment with different media and materials for painting.</p> <p>Create imaginative work from a variety of sources e.g. observational drawing, music, poetry.</p> <p>Mix and match colours to create atmosphere and light effects.</p> <p>Identify, mix and use primary, secondary, complimentary and contrasting colours</p> <p>Add collage to a printed or painted background.</p> <p>Use a range of media to create collages.</p> <p>Use different techniques, colours and textures when designing and making pieces of work.</p>	<p>i.e. shading, hatching, and blending.</p> <p>Develop drawing using tonal contrast and mixed media.</p> <p>Begin to use simple perspective in their work i.e. by using single focal point on horizon.</p> <p>Begin to develop an awareness of composition, scale and proportion i.e. foreground, middle ground, background</p> <p>TEXTILES Design, make and evaluate WW1 Military beret</p>		
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			Use collage as a means of extending work from initial ideas.		
Year 6	Sail away with me	Bombs, Battles and Bravery	Evolutionary Tail	Down Under	Moving on up!
	<p>PRINTING Lino print based on William Morris Wallpaper for the Titanic</p>  <p>Create printing blocks using sketchbook ideas.</p> <p>Develop techniques i.e. mono-printing, block printing, relief/impressed method.</p> <p>Experiment with overprinting motifs and colour.</p>	<p>COOKING & NUTRITION Design, make and evaluate a WW2 Ration menu</p>	<p>COLLAGE Mixed Media Collages Design animal</p>  <p>Add collage to a printed or painted background.</p> <p>Use a range of media to create collages.</p> <p>Use different techniques, colours and textures when designing and making pieces of work.</p> <p>Use collage as a means of extending work from initial ideas.</p>	<p>PAINTING Aboriginal Art- compare to African Art Using symbols, create narrative in a painting Re-tell Australian poem – Waltzing Matilda</p>  <p>Develop a painting from a drawing</p> <p>Experiment with different media and materials for painting.</p> <p>Create imaginative work from a variety of sources e.g. observational drawing, music, poetry.</p> <p>Mix and match colours to create atmosphere and light effects.</p> <p>Identify, mix and use primary, secondary,</p>	<p>3D DESIGN - SCULPTURE Proportional sculpture of self - based on Angel of the Mons</p>  <p>Shape, form, model and construct from observation and imagination.</p> <p>Use recycled, natural and manmade materials to create sculptures.</p> <p>Plan a sculpture through drawing and other preparatory work</p> <p>Produce patterns and textures in malleable materials.</p>

							complimentary and contrasting colours.	
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Drawing

Painting

3D Design

Printing

Collage

Work of artists

Digital Media

Skill	KS1	LKS2	UKS2
Exploring and evaluating ideas Skills to be developed in every unit	Record and explore ideas from first hand observations.	Create sketch books to record their observations and use them to review and revisit ideas.	Create sketch books to record their observations and use to review and revisit ideas.
	Ask and answer questions about starting points for their work.	Record and explore ideas from first hand observations, experience and imagination and ideas for different purposes.	Record and explore ideas from first hand observations, experience and imagination and ideas for different purposes.
	Develop and share their ideas, try things out and make changes.	Question and make thoughtful observations about starting points and select ideas for use in their work, recording and annotating in sketchbooks	Question and make thoughtful observations about starting points and select ideas for use in their work, recording and annotating in sketchbooks

	Describe the differences and similarities between different practices and disciplines, and making links to their own work.	Think critically about their art and design work.	Think critically about their art and design work.
	Think critically about their art and design work.		
Work of artists	Study the work of a range of great artists, craft makers and designers and understand the historical and cultural development of their art forms.	Explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms	Explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms.
	Evaluate and analyse creative works using the language of art, craft and design.	Evaluate and analyse creative works using the language of art, craft and design.	Evaluate and analyse creative works using the language of art, craft and design.