

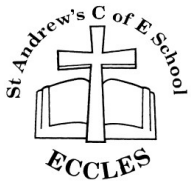
St Andrew's 2014 Curriculum Framework – Art and Design

The national curriculum for art and design aims to ensure that all pupils produce creative work, exploring their ideas and recording their experiences. Children will become proficient in drawing, painting, sculpture and other art, craft and design techniques. They will 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.

	Autumn	Spring	Summer
Key Stage 1			
Pupils should be taught: <ul style="list-style-type: none"> 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 to know 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. 			
Year 1/2	Places People Go-A Textiles Weaving- to use a variety of materials to make a weaving, making decisions about colour and texture Collage To design and make sensory collages using a variety of natural and made materials, explore texture, colour, line, shape, pattern	Build It Up-A 3D Construction To design and make a building using reclaimed materials, considering materials' properties and their suitability for the task	Animal Kingdom - A Drawing Observation Drawing – to include greater detail in line drawings and use marks to represent texture. Painting Colour-mixing – to mix secondary colours from primary colours Collage To design and make sensory collages using a variety of natural and made materials, explore texture, colour, line, shape, pattern
Year 1/2	How are You?-B Printmaking <i>Press printing</i> eg halved fruits and vegetables, explore repeating patterns <i>Relief printing</i> - design and make printing block using string. Design and make polystyrene printing block and produce multiple prints	Let's Play! (Toys)-B Close observational Drawing of toys – artists- Sarah Graham, Johnathan Queen Drawing – to include greater detail in line drawings and use marks to represent texture and shape Painting	Flowers and Insects-B 3D Modelling Clay minibeast sculptures, use slip to join pieces and smooth joins to strengthen them, add texture through surface marks Artist- Joan Danziger

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	Giuseppe Arcimboldo	Colour-mixing – to mix secondary colours from primary colours to understand tertiary colours as 'red-purple', 'blue-purple', 'yellow-green', 'blue-green', 'yellow-orange', 'red-orange'	
Key Stage 2 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: <ul style="list-style-type: none"> • 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 (e.g. pencil, charcoal, paint, clay) • to know about great artists, architects and designers in history. 			
Year 3/4	Active Planet Volcanoes and earthquakes-A 3D Modelling To research, design and make Roman coil pots decorated with relief patterns Collage To research, design and make collages based on Roman mosaics	Saving the World Rainforests-A Mayans 3D Construction To use wire, paper and other materials to make large scale rainforest plants	Do you Live Around Here?-A Drawing Observational drawing, introduce using tone to create 3d effects Painting Use knowledge of the colour wheel to create effects (warm, cold, vibrant, subtle) eg cave paintings/ family portraits
Year 3/4	Airports-B Ancient Egypt Drawing- Observational work based on Egyptian artefacts Observational drawing, using tone to create 3d effects Painting- Observational work based on Egyptian artefacts Use knowledge of the colour wheel to create 3d	The Story of Chocolate-B Printmaking To use simple stencils to make prints	Time and Place-B Anglo Saxons/Vikings 3D Construction/modelling To use a range of materials to make large scale structures (to include papier mache)



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	effects Textiles in Art To explore natural plant dyes, tie-dyeing on fabric To research, design and make souvenir purses using fabrics and stitching techniques.				
Year 5	Echoes of Eccles Drawing In observational drawing, use tone to represent form, space and texture Painting Still life composition using tones and tints to represent form, space and texture	All the Fun of the Fair Digital Collage To take photographs and incorporate them into a mixed media collage	Mission to Mars 3D Construction To design and make a space station using variety of materials and joining techniques		
Year 6	Time Travellers <i>Stone Age to the Iron Age/The Greeks</i> Painting To research, design and make cave paintings	Intrepid Explorers Printmaking Screen printing mountain landscapes- explore sky colour	The Big Science Project 3D Modelling To design and make anatomically correct flowers	Safety at Sea 3d Modelling To research, design and make lighthouses (modroc)	