

Whole school curriculum overview

* Please note that blue shading indicates a DT focus for that half term.

* Art units are:

- Painting and Drawing,
- Sculpture and Collage
- Textiles and Printing.

* Digital Media can be incorporated into Computing curriculum lessons.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
THROUGHOUT YEAR	<ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. • Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop. 	<ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. • Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop. 	<ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. • Replicate some of the techniques used by notable artists, artisans and designers. • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. 	<ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. • Replicate some of the techniques used by notable artists, artisans and designers. • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. 	<ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. • Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others. • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. 	<ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. • Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others. • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language.
	Autumn 1	<p>Drawing and painting – self portraits</p> <ul style="list-style-type: none"> • Use thick and thin brushes • Mix primary colours to make secondary. 		<p>Textiles and printing</p> <ul style="list-style-type: none"> • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Shape and stitch materials. <ul style="list-style-type: none"> • Create weavings. 		



						<ul style="list-style-type: none"> • Make printing blocks (e.g. from coiled string glued to a block). • Make precise repeating patterns.
Autumn 2	<p>Sculpture and collage</p> <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. • Use a combination of shapes. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling and cutting 				<p>Textiles and printing</p> <ul style="list-style-type: none"> • Shape and stitch materials. <ul style="list-style-type: none"> • Create weavings. • Quilt, pad and gather fabric. <ul style="list-style-type: none"> • Colour fabric. • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Make printing blocks (e.g. from coiled string glued to a block). • Make precise repeating patterns. 	
Spring 1	<p>Drawing and painting - pointillism</p> <ul style="list-style-type: none"> • Use thick and thin brushes. • Draw lines of different sizes and thickness. • Colour (own work) neatly following the lines. 	<p>Textiles and Printing</p> <ul style="list-style-type: none"> • Use repeating or overlapping shapes. • Use objects to create prints (e.g. fruit, vegetables or sponges). <ul style="list-style-type: none"> • Mimic print from the environment (e.g. wallpapers). • Press, roll, rub and stamp to make prints. • Use weaving to create a pattern. 		<p>Drawing and painting</p> <ul style="list-style-type: none"> • Use different hardness 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). <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. 		



Spring 2			<p>Sculpture and collage</p> <ul style="list-style-type: none"> • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). <ul style="list-style-type: none"> • Use clay and other mouldable materials. • Select and arrange materials for a striking effect. • Use coiling, overlapping, tessellation, mosaic and montage. 	<p>Drawing and painting</p> <ul style="list-style-type: none"> • Use different hardness 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). <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. 	<p>Sculpture and collage</p> <ul style="list-style-type: none"> • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). <ul style="list-style-type: none"> • Use clay and other mouldable materials. • Include texture that conveys feelings, expression or movement. • Add materials to provide interesting detail. 	<p>Drawing and painting</p> <ul style="list-style-type: none"> • Use different hardness of pencils to show line, tone and texture. • Annotate sketches to explain ideas. • Annotate sketches to explain and elaborate ideas. • Sketch lightly (no need to use a rubber to correct mistakes). <ul style="list-style-type: none"> • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture. • 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.
Summer 1		<p>Drawing and Painting</p> <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. <ul style="list-style-type: none"> • Create colour wheels • 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. 	<p>Drawing and painting</p> <ul style="list-style-type: none"> • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. <ul style="list-style-type: none"> • Mix colours effectively. • Use different hardness of pencils to show line, tone and texture. • Annotate sketches to explain ideas 	<p>Textiles and printing</p> <ul style="list-style-type: none"> • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Shape and stitch materials. <ul style="list-style-type: none"> • Create weavings. • Use basic cross stitch and back stitch. 		<p>Sculpture and collage</p> <ul style="list-style-type: none"> • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). <ul style="list-style-type: none"> • Use clay and other mouldable materials. • Include texture that conveys feelings, expression or movement. • Add materials to provide interesting detail.



<p>Summer 2</p>	<p>Textiles and printing</p> <ul style="list-style-type: none"> • Use repeating or overlapping shapes. • Use objects to create prints (e.g. fruit, vegetables or sponges). • Press and stamp to make prints • Join materials using glue 	<p>Sculpture and Collage</p> <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. • Include lines and texture • Use a combination of shapes. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling and cutting, moulding and carving. 		<p>Sculpture and collage</p> <ul style="list-style-type: none"> • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Use clay and other mouldable materials. • Select and arrange materials for a striking effect. • Use coiling, overlapping, tessellation, mosaic and montage. 	<p>Drawing and painting</p> <ul style="list-style-type: none"> • Use different hardness of pencils to show line, tone and texture. • Annotate sketches to explain ideas. • Annotate sketches to explain and elaborate ideas. • Sketch lightly (no need to use a rubber to correct mistakes). <ul style="list-style-type: none"> • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture. • 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. 	
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