



Curriculum Overview - Art

Whole School Learning Theme			
How can I express myself through art, craft and design?			
Curriculum Drivers	Aspiration, Wellbeing, Pride		
Year Group	Autumn Drawing & Sketchbooks	Spring Surface & Colour	Summer Working in 3-dimensions
1	<p><u>Spirals</u></p> <p>How can we use our whole bodies to make drawings?</p>	<p><u>Simple Printmaking</u></p> <p>How can we make prints using the things we find around us?</p>	<p><u>Making Birds</u></p> <p>How can we transform materials into sculpture?</p>
2	<p><u>Explore & Draw</u></p> <p>How can we become open, curious explorers of the world and use what we find to inspire us to make art?</p>	<p><u>Expressive Painting</u></p> <p>How can we create an expressive painting?</p>	<p><u>Stick Transformation Project</u></p> <p>How can we transform an object and turn it into sculpture using our imagination?</p>
3	<p><u>Gestural Drawing with Charcoal</u></p> <p>How can we use gestural drawing with charcoal to make drawings full of energy and drama?</p>	<p><u>Working with Shape and Colour</u></p> <p>How can we make our own creative response to an original artwork using line, shape and colour?</p>	<p><u>Making Animated Drawings</u></p> <p>How can we create drawings that move?</p>



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4	<p><u>Storytelling Through Drawing</u> How can we create visual narratives inspired by poetry or prose?</p>	<p><u>Exploring Still Life</u> How can we use drawing, painting and collage skills to create still life images?</p>	<p><u>Sculpture, Structure, Inventiveness & Determination</u> Can we demonstrate traits of inventiveness and determination, as well as imagination, when making sculpture?</p>
5	<p><u>Typography & Maps</u> How can we use typography skills to create pictorial maps?</p>	<p><u>Making Monotypes</u> How can we use mono type to make a creative response to poetry or prose?</p>	<p><u>Architecture: Dream Big or Small?</u> What is our responsibility as an architect?</p>
6	<p><u>2D Drawing to 3D Making</u> How can we transform 2d drawings into 3d objects?</p>	<p><u>Exploring Identity</u> How do we bring our own experience to the art we make?</p>	<p><u>Take a Seat</u> How can we design furniture which is full of personality and character?</p>