

Curriculum Intent and Breadth Map - Art



Art Intent Our ambition is to promote an interest in and a desire to learn about Art and Design and explore and respect cultural diversity within our world. We aim to explore a varied range of media, techniques and designers and learn about how artists have influenced our world. We will develop creativity, individualism and imagination.

As artists children will develop their knowledge and skills in the areas of **developing ideas, mastering techniques**: painting, collaging, sculpting, drawing printing, textiles and digital media, as well as **taking inspiration from some of the 'greats' in art**, classic and modern.

	Drawing	Painting	Sculpture
Year 1	Buildings (pencil and crayon)	Colour and painting techniques (through Katie Morag stories)	Can buildings speak? - Homes Media and materials – clay Process - 2D relief tile
Year 2	Self-portraits Media and materials – pencil/pastels/felt/crayons	Animals	Face/portraiture Media and materials – wire and ribbons, card Process – 2D relief
Year 3	Portraying feelings Showing emotions in faces and gestures and drawing these	Paradise Birds and wildlife (based on rainforest) Paint rainforest creatures focusing on colour mixing	Dragons eye Media and materials – Relief modroc/clay/Papier mâché Process – 2D relief
Year 4	Everyday objects 3D cylinders (cans), cubes, cuboids Focus artist/period – Pop Art, Warhol	Botanical illustration and art (Plant art) (<i>Botanical illustrations- painting</i>) Focus artist/period – Georgia O’Keeffe, Beatrix Potter	Clay pots 3D Clay work
Year 5	Objects and meaning Drawing still life	A sense of place/Monet)/Landscape art Drawing & Painting (Perspective, landscapes, colour to portray seasons) Focus artist/period – Impressionists Claude Monet, and William Turner, John Constable,	Abstract forms Media and materials – Wire, nylon and gesso paint Process – 3D
Year 6	People in action How do artists create a drawing of a figure in movement?	Cityscapes Focus artist/period – Charles Fazzino, Leonid Afremov	Mythical creatures Media and materials – Modroc/Papier mâché Process – 3D