

Hilton Spencer Academy Art and Design Curriculum



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Art and Design Curriculum Statement



Intent: What do we want for our children as artists and designers?

At Hilton Spencer Academy, our aim is for pupils to have a love for the subject of Art and Design. Through the exploration of a range of artists and techniques, pupils develop their procedural, semantic, substantive and disciplinary knowledge. As a part of their time at Hilton Spencer Academy, pupils will be proud to display their work for others to enjoy.

Pupils will have the ability to:

- use visual language skillfully and convincingly (for example, line, shape, pattern, colour, texture, form) to express emotions, interpret observations, convey insights and accentuate their individuality
- draw confidently and adventurously from observation, memory and imagination
 - explore and invent marks, develop and deconstruct ideas and communicate perceptively and powerfully through purposeful drawing in 2D, 3D or digital media
- articulate impressive knowledge and understanding of other artists, craftmakers and designers
- think and act like creative practitioners by using their knowledge and understanding to inform, inspire and interpret ideas, observations and feelings
- develop independence, initiative and originality which they can use to evolve their creativity
- Select and use materials, processes and techniques skillfully and inventively to realise intentions and capitalise on the unexpected
 - Reflect on, analyse and critically evaluate their own work and that of others

Implementation: How will we carry out our vision?

At Hilton Spencer Academy, our curriculum design is based on evidence from cognitive science:

- art and design journey from exploring artists, art work and styles, to mastering techniques, producing a final piece and finally completing an evaluation of this work

- spaced repetition
- interleaving
- retrieval within and across units
- opportunities to write across the curriculum to allow children to know, remember and reason

We implement our vision by using threshold concepts that are big ideas that underpin the subject of art, helping pupils to form an art schema within their long-term memories.

Impact: How will we assess what the children know, remember and understand?

We assess the impact of our curriculum design in the long-term because learning is a change to long-term memory. We determine that our practices are appropriate, related to our goals and likely to produce the results as the children progress through Hilton Spencer Academy.

We also use comparative judgment in two ways: the tasks we set and in comparing pupils' work overtime. A range of monitoring such as pupil voice, lesson observations and sketchbook checks are also used to ensure that the pedagogical style matches our depth of expectations.

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Appendix 1: Essential Characteristics

- The ability to use visual language skillfully and convincingly (for example, line, shape, pattern, colour, texture, form) to express emotions, interpret observations,

convey insights and accentuate their individuality.

- The ability to communicate fluently in visual and tactile form.
- The ability to draw confidently and adventurously from observation, memory and imagination.
- The ability to explore and invent marks, develop and deconstruct ideas and communicate perceptively and powerfully through purposeful drawing in 2D, 3D or digital media.
- An impressive knowledge and understanding of other artists, craftmakers and designers.
- The ability to think and act like creative practitioners by using their knowledge and understanding to inform, inspire and interpret ideas, observations and feelings.
- Independence, initiative and originality which they can use to develop their creativity.
- The ability to select and use materials, processes and techniques skillfully and inventively to realise intentions and capitalise on the unexpected.
- The ability to reflect on, analyse and critically evaluate their own work and that of others.
- A passion for and a commitment to the subject.

Appendix 2: National Curriculum

Our HPA Curriculum covers all National Curriculum requirements in full, as detailed in the documents below.

EYFS

The development of children's artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe.

Development Matters 3-4: • Use large-muscle movements to wave flags and streamers, paint and make marks. • Choose the right resources to carry out their own plan. • Use one-handed tools and equipment, for example, making snips in paper with scissors. • Use a comfortable grip with good control when holding pens and pencils. Explore different materials freely, in order to develop their ideas about how to use them and what to make. • Develop their own ideas and then decide which materials to use to express them. • Join different materials and explore different textures. • Create closed shapes with continuous lines, and begin to use these shapes to represent objects. • Draw with increasing complexity and detail, such as representing a face with a circle and including details. • Use drawing to represent ideas like movement or loud noises. • Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc. • Explore colour and colour mixing. • Explore, use and refine a variety of artistic effects to express their ideas and feelings. • Return to and build on their previous learning, refining ideas and developing their ability to represent them. • Create collaboratively, sharing ideas, resources and skills.

Development Matters Reception: • Develop their small motor skills so that they can use a range of tools competently, safely and confidently. • Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. • Develop overall body-strength, balance, coordination and agility.

ELG: Fine Motor Skills Children at the expected level of development will: - Use a range of small tools, including scissors, paint brushes and cutlery; - Begin to show accuracy and care when drawing.

ELG: Creating with Materials Children at the expected level of development will: - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; - Share their creations, explaining the process they have used.

Key Stage 1

Key Stage 1

- Use experiences and ideas as the inspiration for artwork.
- Share ideas using drawing, painting and sculpture.
- Explore a variety of techniques.
- Learn about the work of a range of artists, artisans and designers.

Key Stage 2

Key Stage 2

- Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.
- Develop and share ideas in a sketchbook and in finished products.
- Improve mastery of techniques.
- Learn about the great artists, architects and designers in history.

Appendix 3 – Overview of Artists and Artisans

Period	Artists and Artisans	Year Group
Ancient Art	Ictinus and Callicrates	Year 6
Renaissance (15th Century AD to 17th Century)	Albrecht Dürer (1471–1528)	Year 6
Realism (17th Century to 19th Century)	Joseph Wright (1734-1797)	Year 5
Impressionism/Post Impressionism (19th Century)	Georges Seurat (1859 – 1891) Henri Marisse (1869-1954)	Year 2 Year 2
Abstract (20th Century)	Piet Mondrian (1872 – 1944) Wassily Kandinsky (1866-1944)	Year 1 Year 1
Surrealism/Futurism	Paul Nash (1889-1946) Umberto Boccioni (1882 – 1916) Alberto Giacometti (1901-1966)	Year 5 Year 5 Year 3
Pop Art (20 th Century)	Andy Warhol (1928-1987)	Year 3
Contemporary (20th to 21st Century)	L.S Lowry (1887-1976) Henry Moore (1898-1986) Stephen Wiltshire (1947 – Present) Anthony Goldsworthy (1956 – Present) Cas Holmes (1960 – Present) Takashi Murakami (1962 - Present) Louis Masai (1983 – Present) Anne Kelly Bernadette Twomey	Year 5 Year 3 Year 4 Year 1/2 Year 1 Year 1 Year 2 Year 4 Year 3
Other	Printing – William Morris (1834 – 1896) Illustrator - Axel Scheffler Illustrator- Quentin Blake Woodblock Printer/Manga – Hokusai Antoni Gaudi Eric Carle	Year 1 Year 2 Year 3 Year 6 Year 3 Year 3

Appendix 4: Threshold Concepts

Threshold Concepts EYFS

Big ideas in art and design that pupils will explore through every topic

Cultural Awareness	This concept helps us to become confident and express our ideas creatively.
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Threshold Concepts KS1/KS2

Big ideas in art and design that pupils will explore through every topic

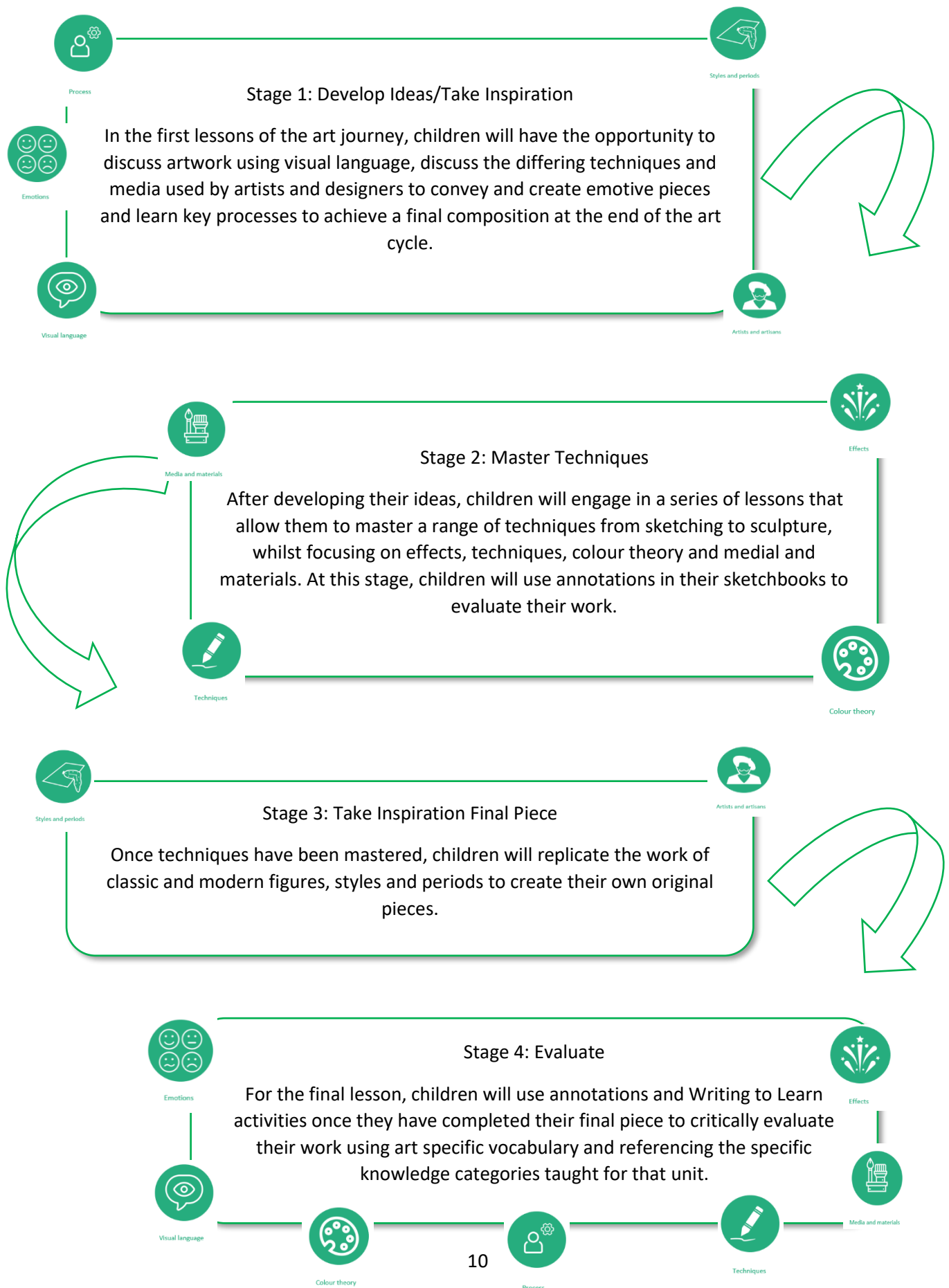
Develop Ideas	This concept involves understanding how ideas develop through an artistic process.
Master Techniques	This concept involves developing a skill set so that ideas may be communicated.
Take Inspiration from the Greats	This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history.

Appendix 5: Knowledge Categories

(Each concept has its own facts of knowledge which help to strengthen the schema)

Threshold Concept	Knowledge	Descriptor	Symbol
Develop Ideas	Emotions	Often regarded as they keystone to experiences art and the knowledge of how artists and designers have used differing techniques and media to convey and create emotive pieces.	 Emotions
	Process	Artists and designers work through a series of processes in order to achieve a final composition.	 Process
	Visual language	A crucial form of communication to describe and analyse any work of art.	 Visual language
Master Practical Skills	Effects	A range of techniques in order to create powerful visual effects, leading to significant impact on the observer.	 Effects
	Techniques	The development and refinement of procedures in order to communicate ideas and varying effects.	 Techniques
	Colour Theory	Explains how humans perceive colour and how colours mix, match or clash.	 Colour theory
	Media and materials	Artists use a variety of media and materials, sometimes in combination, to create their artwork.	 Media and materials
Take Inspiration	Artist and artisans	Throughout history and today, they make and create art as a profession or a hobby. Pupils should describe and replicate the word of classic and modern figures to create their own original pieces.	 Artists and artisans
	Styles and periods	Since the beginning of time, humans have attempted to demonstrate their feelings on life, love, religion and other topics by creating art, now divided into different periods based on techniques and common trends.	 Styles and periods

Appendix 6: Learning Journey



Appendix 7 – HSA Progression by Year Group

Year 1	Develop Ideas			Master Techniques				Inspiration from the Greats	
	 Visual language	 Emotions	 Process	 Effects	 Techniques	 Colour theory	 Media and materials	 Artists and artisans	 Styles and periods
Autumn 1	✓	✓	✓	✓		✓		✓	
Autumn 2	✓	✓			✓	✓	✓	✓	
Spring 1	✓	✓	✓	✓		✓		✓	
Spring 2		✓	✓	✓	✓			✓	✓
Summer 1	✓	✓					✓		✓
Summer 2		✓	✓		✓		✓		

Year 2	Develop Ideas			Master Techniques				Inspiration from the Greats	
	 Visual language	 Emotions	 Process	 Effects	 Techniques	 Colour theory	 Media and materials	 Artists and artisans	 Styles and periods
Autumn 1				✓	✓		✓	✓	
Autumn 2			✓		✓		✓	✓	
Spring 1			✓	✓	✓	✓		✓	
Spring 2				✓	✓			✓	✓
Summer 1		✓		✓	✓	✓		✓	
Summer 2	✓			✓	✓		✓		

Year 3	Develop Ideas			Master Techniques				Inspiration from the Greats	
	 Visual language	 Emotions	 Process	 Effects	 Techniques	 Colour theory	 Media and materials	 Artists and artisans	 Styles and periods
Autumn 1	✓		✓	✓	✓		✓	✓	✓
Autumn 2	✓	✓		✓	✓	✓	✓	✓	✓
Spring 1	✓		✓			✓	✓	✓	
Spring 2	✓		✓		✓			✓	
Summer 1	✓		✓	✓	✓		✓	✓	✓
Summer 2	✓	✓	✓	✓		✓		✓	

Year 4	Develop Ideas			Master Techniques				Inspiration from the Greats	
	 Visual language	 Emotions	 Process	 Effects	 Techniques	 Colour theory	 Media and materials	 Artists and artisans	 Styles and periods
Autumn 2			✓		✓			✓	
Summer 1	✓	✓		✓			✓	✓	
Summer 2	✓		✓	✓		✓			✓

Year 5	Develop Ideas			Master Techniques				Inspiration from the Greats	
	 Visual language	 Emotions	 Process	 Effects	 Techniques	 Colour theory	 Media and materials	 Artists and artisans	 Styles and periods
Autumn 1			✓	✓			✓	✓	✓
Spring 1	✓	✓		✓	✓	✓			✓
Summer 1			✓	✓			✓	✓	

Year 6	Develop Ideas			Master Techniques				Inspiration from the Greats	
	 Visual language	 Emotions	 Process	 Effects	 Techniques	 Colour theory	 Media and materials	 Artists and artisans	 Styles and periods
Autumn 1	✓			✓	✓				✓
Spring 1		✓			✓		✓	✓	
Summer 1			✓		✓			✓	✓

Progression by Year Group				
Year Group	Term	Theme: Artist	Threshold Concept	Milestones R1/R2
Nursery	Reception themes are all book based over the year: Autumn: Repeated refrains, traditional tales, Seasons Spring: rhyme, rhyme and poetry, Seasons Summer: Plants and growth, People who help us, transition and change, Seasons For nursery all milestones will be hit across every term.			
Reception	Autumn 1	All About Me	Cultural Awareness	• Likes art that is realistic and relates to their experience • Can sort art by its medium • Explores colour and colour mixing • Is beginning to use painting and drawing to represent actions and objects • Is beginning to use art to demonstrate feelings • Uses tools for a purpose
	Autumn 2	Celebration Ticket to Ride (Space) Seasons		• Likes art that is realistic and relates to their experience • Can sort art by its medium • Explores colour and colour mixing • Is beginning to use painting and drawing to represent actions and objects • Is beginning to use art to demonstrate feelings

				• Uses tools for a purpose	
	Spring 1	Seasons Terrific Tales		• Likes art that is realistic and relates to their experience • Can sort art by its medium • Explores colour and colour mixing • Is beginning to use painting and drawing to represent actions and objects • Is beginning to use art to demonstrate feelings • Uses tools for a purpose	
	Spring 2	Come Outside			• Is beginning to think about an artist's point of view • Is starting to think about composition and colour • Experiments with a wide variety of materials • Can use art to represent feelings • Makes intentional representations, deciding beforehand what they want to depict • Uses a wide variety of tools with developing expertise
	Summer 1	Seasons Amazing Animals			• Is beginning to think about an artist's point of view • Is starting to think about composition and colour

					• Experiments with a wide variety of materials • Can use art to represent feelings • Makes intentional representations, deciding beforehand what they want to depict • Uses a wide variety of tools with developing expertise	
	Summer 2	Fun at the Seaside			• Is beginning to think about an artist's point of view • Is starting to think about composition and colour • Experiments with a wide variety of materials • Can use art to represent feelings • Makes intentional representations, deciding beforehand what they want to depict • Uses a wide variety of tools with developing expertise	
Year Group	Term	Theme: Artist	Knowledge Categories	Develop Ideas Milestone	Master Techniques Milestone	Inspiration from the Greats Milestone

Year One	Autumn 1	Theme: Seasons	   	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	Painting: • 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. • Create colour wheels.	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.
		Artist: Mondrian				
	Autumn 2	Theme: Natural Art/Sculpture or	   	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	Sculpture: • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture.	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.
	Spring	Theme: Painting		• Respond to ideas and starting points.	Painting:	• Describe the work of notable artists,

		Artist: Kandinsky	 Process  Visual language  Effects  Colour theory  Artists and artisans	• Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	• 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. • Create colour wheels. Digital Media: • Use a wide range of tools to create different textures, lines, tones, colours and shapes.	• artisans and designers. • Use some of the ideas of artists studied to create pieces.
Spring 2	Theme: Pencil Skills	 Process  Emotions  Effects  Techniques  Artists and artisans  Styles and periods	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	Drawing: • 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.	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.	
	Artist: Takashi Murakami					
Summer 1	Theme: Natural Dyes	 Visual language	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods	Textiles: • Use weaving to create a pattern. • Join materials using glue and/or a stitch. • Use plaiting.	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.	
	Artist: Cas Holmes					

			 Media and materials  Styles and periods	and materials as ideas develop.	• Use dip dye techniques.	
	Summer 2	Theme: Printing	 Process  Techniques  Media and materials	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	Print: • Use repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers). • Use objects to create prints (e.g. fruit, vegetables or sponges). • Press, roll, rub and stamp to make prints.	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.
		Artist: William Morris				
Year Group	Term	Theme: Artist	Knowledge Categories	Develop Ideas Milestone	Master Techniques Milestone	Inspiration from the Greats Milestone

Year Two	Autumn 1	Theme: Illustration Images Artist: Axel Scheffler	 Techniques  Media and materials  Effects  Artists and artisans	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	Drawing • 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.	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.
	Autumn 2	Theme: Sculpture Artist: Anthony Goldsworthy (progression from Y1)	 Process  Media and materials  Techniques  Artists and artisans	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	Sculpture • Use a combination of shapes. • Include lines and texture. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving.	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.

	Spring 1	Theme: 'Painting with Scissors' Artist: Henri Matisse	 Process  Colour theory  Effects  Techniques  Artists and artisans	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	Painting • 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. Collage • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.
	Spring 2	Theme: Pointillism Artist: Georges Seurat	 Styles and periods  Effects  Techniques  Artists and artisans	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	Digital Media • Use a wide range of tools to create different textures, lines, tones, colours and shapes. Painting • 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.	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.

	Summer 1	Theme: Painting for a cause Artist: Louis Masai	 Emotions  Techniques  Artists and artisans  Colour theory  Effects	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	Painting • 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. Collage • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.
	Summer 2	Theme: Print Artist: None	 Visual language  Techniques  Effects  Media and materials	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	Print Use repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers). • Use objects to create prints (e.g. fruit, vegetables or sponges). • Press, roll, rub and stamp to make print	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces

Year Group	Term	Theme: Artist	Knowledge Categories	Develop Ideas Milestone	Master Techniques Milestone	Inspiration from the Greats Milestone
Year Three	Autumn 1	Theme: Mosaic Art	 Process	Comment on artwork using visual language. Writing to learn sentences about Gaudi	Explore mosaic and tessellation by selecting and arrange shapes.	Using painted pasta (lasagne sheets) as mosaic tiles, create a piece of art inspired by the work of Gaudi. (photographic evidence)
		Artist: Antoni Gaudi	 Techniques  Styles and periods  Artists and artisans	Reflect on shapes in nature that inspired Gaudi. Annotate Gaudi's work with your own observations - use visual language/ colour/ sketches to express ideas. Vocab: mosaic, tessellate, tessellation, trencadis, Gaudi	Collect repeated patterns and shapes from nature.	Ensure work is precise: Use coiling, tessellation, mosaic and montage.
	Autumn 2	Theme: Christmas Prints	 Emotions	Explore Andy Warhol mono prints. Learn about the Pop Art movement. Discuss contrasting/ complementary colours.	Collect ideas linked to Christmas to use for a repeated pattern print. (Christmas cards)	Create wrapping paper and Christmas card final product using chosen repeated printed pattern.
		Artist: Andy Warhol	 Effects  Colour Theory	Annotate Warhol's work with your own observations - use visual language/ colour/ sketches to express ideas. Writing to learn sentences.	Choose final design and make printing blocks using polystyrene relief. Make two blocks to print over one another in two different colours.	

			 Artists and artisans		Practise printing repeated patterns - alternate blocks/ overlapping/ layered in art book. Explore contrasting/ complimentary colours.	
Spring 1	Theme: Mixed Media	Artist: Eric Carle	 Process	Investigate the use of mixed media by various artists. Reflect the artist's message/ how artwork can communicate to the observer. Double sketch book page: present your observations using the images of collage to cut and stick - use visual language/ colour/ sketches/ collage to express ideas. Discuss techniques and media used.	Retrieval: List 4 different types of media. Experiment combining different types of media to see the effect (sketchbooks) Using inspiration from Eric Carle paint/ roll/ print/ pastel sheets of paper in different shades mixing media and adding patterns.	Using techniques inspired by Eric Carle, create a final piece by tearing sheets of paper.
			 Colour theory			
Spring 2	Theme: Drawing Techniques		 Media and Materials			
			 Artists and artisans			
			 Visual language	Explore Quentin Blake's illustrations of people and animals. Sketch and annotate Blake's work: How does Quentin	Drawing figures. Practise drawing figures using technique of using skeletons and adding sausages to fill it out.	Use techniques learnt to create their own character showing movement using Quentin Blake for inspiration.

			  Artists and artisans	Blake show movement in his illustrations?	Use partners to model poses to copy. Large scale using charcoal.	
		Artist: Quentin Blake				
	Summer 1	Theme: Sculpture	 Visual language  Effects  Artists and artisans	Retrieval: Andy Goldsworthy Explore the work of Henry Moore, Alberto Giacometti and Barbara Hepworth. Compare and contrast the artists' work. Cut, stick and annotate with visual language and	• Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Include texture that conveys feelings, expression or movement. • Use clay and other mouldable materials. • Add materials to provide interesting detail.	• Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others.
		Summer 2		Theme: Abstract Botanicals Drawing and Painting	 Visual language	Explore the work of Australian artist Bernadette Twomey. https://btwomeyart.com.au/ Discuss use of colour and form. Where has she taken her

		Artist: Bernadette Twomey  Media and materials  Colour Theory		inspiration. Share personal ideas and observations of her work using sketchbooks.	Explore using wax resist along with complimentary and contrasting colours.	
Year Group	Term	Theme: Artist	Knowledge Categories	Develop Ideas Milestone	Master Techniques Milestone	Inspiration from the Greats Milestone

Year Four	Autumn 2	Theme: Sketching	 Process	• 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.	• Use different hardnesses 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). • Use shading to show light and shadow.	• Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others.
		Artist: Stephen Wiltshire	 Techniques			
	Spring 2	Theme: Textiles	 Artists and artisans	• 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.	• Shape and stitch materials. • Use basic cross stitch and back stitch.	• Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others.
			 Emotions  Visual language  Media and materials  Effects			

		Artist: Anne Kelly	 Artists and artisans			
	Summer 2	Theme: Egyptian Printing	 Visual language  Process	• Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Comment on artworks using visual language.	• Use layers of two or more colours. • Make printing blocks	
			 Colour theory  Styles and periods			
Year Group	Term	Theme: Artist	Knowledge Categories	Develop Ideas Milestone	Master Techniques Milestone	Inspiration from the Greats Milestone
Year Five	Autumn 2	Theme: Futurism	 Process	• Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources.	• Combine visual and tactile qualities. • Use frameworks (such as wire or moulds) to provide stability and form.	Create original pieces that show a range of influences and styles.

		Artist: Zaha Hadid	 Media and materials  Effects  Styles and periods  Artists and artisans	• Use the qualities of materials to enhance ideas.	• Enhance digital media by editing (including sound, video, animation, still images and installations).	
Spring 2	Theme: Capturing Conflict	 Visual language  Emotions  Effects  Techniques  Colour theory	• Comment on artworks with a fluent grasp of visual language.	• Use the qualities of watercolour and acrylic paints to create visually interesting pieces. • Develop a personal style of painting, drawing upon ideas from other artists. • Combine colours, tones and tints to enhance the mood of a piece.	• Give details (including own sketches) about the style of some notable artists, artisans and designers.	

		Artist: Paul Nash	 Styles and periods			
	Summer 1	Theme: Industrial Revolution	 Process  Techniques  Effects	• Collect information, sketches and resources.	Media and material – artists use a variety of media and materials, sometimes in combination, to create their artwork.	• Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).

		Artist: L.S Lowry	 Artists and artisans			• Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).
Year Group	Term	Theme: Artist	Knowledge Categories	Develop Ideas Milestone	Master Techniques Milestone	Inspiration from the Greats Milestone
Year Six	Autumn 1	Theme: Cultural Tradition Artist: Hokusai	 Visual language  Effects  Techniques  Styles and periods	• Collect information, sketches and resources. • Comment on artworks with a fluent grasp of visual language.	• Use lines to represent movement. • Use a choice of techniques to depict movement, perspective, shadows and reflection. • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).	• Create original pieces that show a range of influences and styles.

	Spring 1	Theme: Greek Architecture	 Emotions  Techniques  Media and materials  Artists and artisans	• Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Comment on artworks with a fluent grasp of visual language.	• Use tools to carve and add shapes, texture and pattern. • Combine visual and tactile qualities. • Use frameworks (such as wire or moulds) to provide stability and form.	• Show how the work of those studied was influential in both society and to other artists.
	Summer 1	Theme: The Art of Anatomy	 Process	• Collect information, sketches and resources and present ideas imaginatively in a sketch book.	• Use a choice of techniques to depict movement, perspective, shadows and reflection.	• Create original pieces that show a range of influences and styles.

			 Techniques		• Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).	
		Artist: Albrecht Dürer	 Artists and artisans			

Appendix 8 – Medium Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	EYFS cover a range of techniques and milestones throughout each unit, images of the children's work are displayed using Tapestry.					
Year 1	Seasons	Natural Art	Paint Skills	Pencil Skills	Natural Dyes	Printing
			 			
Year 2	Illustration	Sculpture/Natural	Painting with Scissors	Print	Pointillism	Painting for a Cause
			 			
Year 3	Historical Art	Christmas Prints	Mixed Media	Drawing Techniques	Sculpture	Outdoor Art
						
Year 4		Sketching		Textiles		Egyptian Printing
						
Year 5		Futurism		Capturing Conflict		Industrial Revolution
		 				 
Year 6	Cultural Tradition		Greek Architecture		The Art of Anatomy	
						

END