

# Art & Design Long/ Medium Term Curriculum Map

**Differentiation by input see the weekly planning/slides and activities ensure SEND pupils' targets are being used to support pupils in every lesson** -Key vocab for each learning objective is in **red font**  
**-Resources -see the weekly planning/slides /** Ensure the resources extend the context they are learning through and supports their enjoyment of art and design **-Minimum Assessment for Learning strategies for all topics = Peer Talk; targeted questioning; mini white boards; and self and peer marking - Long term memory development strategies= Recapping pervious learning at the start of each new topic**

	Year A			Year B					
	Autumn term	Spring Term	Summer term	Autumn term	Spring Term	Summer Term			
<b>Ruby Class</b> Nursery/Reception	<u>Drawing: Marvellous Marks</u> Exploring mark making and using the language of texture, children use wax crayons to make rubbings and chalk on different surfaces. They use felt tips to explore colour and pencils to create observational drawings of their faces. LO 1: Explore <b>mark-making</b> using different tools. LO 2: Describe <b>textures</b> and surfaces through drawing. LO 3: Create observational drawings using <b>wax crayons, chalk, and felt tips.</b>			<u>Painting and Mixed Media: Paint My World</u> Creating child-led paintings using fingers and natural items as tools, children learn that colours can be mixed and that paintings can be abstract or figurative. They make collages and explore different techniques for using paint when creating splatter pictures LO 1: Create <b>abstract</b> and <b>figurative</b> paintings. LO 2: Explore <b>colour mixing</b> and <b>collage.</b> LO 3: Experiment with <b>splatter</b> painting methods.			<u>Sculpture and 3D: Creation Station</u> Manipulating playdough and clay to make animal sculptures and their own creations, children begin to use language associated with forces: push, pull, twist etc. They create natural landscape pictures using items they have found outdoors. LO 1: Manipulate <b>playdough</b> and <b>clay</b> to create animal sculptures. LO 2: Use <b>forces</b> language: <b>push, pull, twist.</b> LO 3: Create landscape collages using natural found items.		
<b>Sapphire Class</b> Y1/2	<u>Drawing: Make your mark</u> Developing observational drawing skills when exploring mark-making. Children use a range of tools, investigating how texture can be created in drawings. They apply their skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman. LO 1: Develop <b>observational</b> drawing skills. LO 2: Explore <b>texture</b> in drawings. LO 3: Apply skills to collaborative artwork using music.	<u>Sculpture and 3D: Paper play</u> Creating simple three-dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculpture inspired by the 'Tree of life' screen at the Sidi Saiyyed Mosque. There are opportunities to extend learning to make a collaborative sculptural piece based on the art of Louise Bourgeois. LO 1: Create <b>3D</b> forms using paper and card. LO 2: Explore <b>folding, rolling, and scrunching</b> techniques.	<u>Painting and mixed media: Life in colour</u> Taking inspiration from the collage work of artist Romare Bearden, children consolidate their knowledge of colour mixing and create textures in paint using different tools. They create their own painted paper in the style of Bearden and use it in a collage, linked to a theme suited to their topic or classwork. LO 1: Create textures using paint. LO 2: Explore collage inspired by <b>Romare Bearden.</b>	<u>Craft and design: Map it out</u> Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. They learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas, choosing the best to meet the brief. LO 1: Create art representing their local area using <b>maps.</b> LO 2: Develop <b>material techniques</b> to meet a design brief. LO 3: Evaluate ideas against the design brief.	<u>Painting and mixed media: Colour Splash</u> Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by Clarice Cliff and Jasper Johns. LO 1: Mix colours using different tools and surfaces. LO 2: Explore work inspired by <b>Clarice Cliff</b> and <b>Jasper Johns.</b>	<u>Sculpture and 3D: Clay houses</u> Developing their ability to work with clay, children learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay. LO 1: Create simple <b>thumb pots.</b> LO 2: Use <b>cutting, shaping, and joining</b> techniques in clay.			
<b>Diamond Class</b> Y3/4	<u>Painting and mixed media: Light and dark</u> Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques. LO 1: Develop colour mixing skills to create <b>shades and tints.</b> LO 2: Paint <b>still life</b> using 3D effect techniques.	<u>Sculpture and 3D: Abstract shape and space</u> Exploring how shapes and negative spaces can be represented by three-dimensional forms. Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro and Ruth Asawa. LO 1: Explore 3D forms and <b>negative space.</b> LO 2: Create sculptures inspired by <b>Anthony Caro</b> and <b>Ruth Asawa.</b>	<u>Drawing: Power prints</u> Using everyday electrical items as a starting point, pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print. LO 1: Explore <b>composition</b> through drawing. LO 2: Develop artwork into <b>prints</b> inspired by everyday items.	<u>Craft and design: Ancient Egyptian scrolls</u> Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll. Ideas are extended to create a modern response by designing a 'zine'. LO 1: Learn about <b>Egyptian art.</b> LO 2: Create papyrus-style scrolls and <b>modern responses.</b>	<u>Drawing: Growing artists</u> Using botanical drawings and scientific plant studies as inspiration, pupils explore the techniques of artists such as Georgia O'Keefe and Maud Purdy to draw natural forms, becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form. LO 1: Create botanical studies inspired by <b>Georgia O'Keefe</b> and others. LO 2: Explore <b>tonal shading</b> and <b>scale</b> in drawings.	<u>Craft and design: Fabric of nature</u> Using flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric. LO 1: Create a <b>repeating pattern</b> using <b>flora</b> and <b>fauna</b> themes. LO 2: Develop designs using <b>textile-based</b> techniques.			
<b>Emerald Class</b> Y5/6	<u>Drawing: I need space</u> Developing ideas more independently, pupils consider the purpose of drawings as they investigate how imagery was used in the 'Space race' that began in the 1950s. They combine collage and printmaking to create a piece in their own style. LO 1: Explore drawing techniques inspired by the <b>Space Race.</b> LO 2: Combine <b>collage</b> and <b>printmaking.</b>	<u>Painting and mixed media: Portraits</u> Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media. LO 1: Develop <b>self-portraits</b> in <b>mixed media.</b> LO 2: Explore artists' work to inspire own portraits.	<u>Sculpture and 3D: Interactive installation</u> Using inspiration of historical monuments and modern installations, children plan by researching and drawing, a sculpture to fit a design brief. They investigate scale, the display environment and possibilities for viewer interaction with their piece. LO 1: Design installations considering <b>scale</b> and <b>environment.</b> LO 2: Explore <b>viewer interaction</b> with sculptures.	<u>Drawing: Make my voice heard</u> On a journey from the Ancient Maya to modern-day street art, children explore how artists convey a message. They begin to understand how artists use imagery and symbols as well as drawing techniques like expressive mark making, tone and the dramatic light and dark effect called 'chiaroscuro'. LO 1: Explore how artists convey messages through art. LO 2: Use <b>chiaroscuro</b> and <b>expressive mark making.</b>	<u>Craft and design: Photo opportunity</u> Exploring photography as a medium for expressing ideas, pupils investigate scale and composition, colour and techniques for adapting finished images. They use digital media to design and create photographic imagery for a specific design brief. LO 1: Explore photography, <b>scale, composition, and digital editing.</b>	<u>Sculpture and 3D: Making memories</u> Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning. LO 1: Create memory boxes <b>using found and sculpted objects.</b>			