

Art and Design



A&D Curriculum Map

Art and Design - Our Why?

The aim of art and design at Discovery is to allow our pupils to be creative individuals that produce and are proficient in a range of artistic techniques. Allow them to evaluate and analyse creative works and are knowledgeable about great artists and craft makers. Pupils develop their knowledge and skills through the grades and steps driven by topic every half term that uses the 4 corners of Engage, Develop, innovate and Express to embed learning.

Big Ideas promoted to our Art and Design Curriculum



Humankind



Nature



Place and Space



Exploration



Creativity



Rights

Substantive Concepts of our Art and Design Curriculum

Creative Exploring		produce creative work, exploring their ideas and recording their experiences
Proficient Skills		become proficient in drawing, painting, sculpture and other art, craft and design techniques
Evaluate and analyse		evaluate and analyse creative works using the language of art, craft and design
Great Artists		know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms..



2.2 U6

Use ready mixed paint, Brusho and ink in different shades of red to create abstract paintings. Employ a range of tools to blow, smudge, paint, mark and print the liquids.

3.1 U6

Research the art movement Futurism Gather examples of artists compare and contrast

3.2 U6

Research the famed Renaissance artist Giuseppe Arcimboldo. Work in the style of the artist to replicate work



2.1 U6

Use ready mixed paint, Brusho and ink in different shades of red to create abstract paintings. Employ a range of tools to blow, smudge, paint, mark and print the liquids.

1.2 U6

Research war time artist compare and contrast. Gather and research examples of propaganda poster to inform and inspire

1.1 U6

Research the artist/s -Roald Bradstock, Lanny Barnes.) and Jean Blaise Evequoz

U6

U6



2.2
History and culture -Portraits sketching
Tudor
Fashions 3D. modeling



2.2
Significant artists -Motifs and pattern:
Nature and block printing



3.2
Source a range of materials Research and
explore Expressionist artists and how they
use colour in distinctive ways.



2.1
Create observational studies that
capture the visual elements evident in
Darwin's work, include use of line,
colour, value texture



1.2
Miniature portraits - Research miniature
Tudor portraits, exploring the expression of
the subject and how the composition is
arranged.



1.1
Clue gathering through a range of media,
materials and technique.

U3,
4 &
5



2.2
Two colour Print, observational
drawing s focusing on; Pattern, form
and shape. photography



3.1
Significant artists and movements
Modelling and 3D sculpture- Abstract
art



3.2
History and culture- compare and contrast
Native America Dreamcatchers, weaving and
journey sticks.



2.1
Malleable materials -Sculpture
observational drawing and evaluation?



1.2
Working with materials-3D sculpture
Greek art and design.
Compare and contrast



1.1
Materials and techniques - painting/ sculpting
from natural materials

U1
&
U2



2.2
Significant Artists and movements -
Paper craft



3.1
Materials and techniques - painting/ sculpting
from natural materials



3.2
Mixed media pictures and collages;
experimenting with materials and their
properties Colour mixing; texture clay



2.1 Creating with materials -3D Sculpture
using natural materials



1.2
Significant people artwork and
movements- painting, drawing
complimentary colours and harmonious
Compare and contrast



1.1
Look at mascots past and present, design a mascot that
represents your class. Working with malleable materials
recreate your mascot. Use appropriate techniques for
constructing and combining, tools and equipment for create
detail, textures, , patterns

L4
&
L5



2.2
Working with materials -Same and
different
Line drawing paint and colour.



3.1
Working with materials
Exploring portraits



3.2
Working with materials -Carnival collage,
colours and textures.



2.1
Working with materials - Significant
artists, Drawing and painting



1.2
Working with materials -Significant
people art and movement -Drawing,
painting and collage



1.1
Malleable Materials - create own
team mascot

L3



2.2 L2:
Creative exploring- Art in Nature -
2d and 3D-Mark making



3.1 L2:
Exploring materials -printing from nature,
malleable materials



3.2 L2:
Observational drawing, colour mixing
and painting



2.1 L2:
Creative Exploring paper craft. Cutting
scoring folding popups and movement



1.2 L2:
Observational drawing, colour mixing
and painting



1.1 L2:
Explore malleable materials, shapes pattern
and textures.

L2



2.2 L1:
Explore 3D sculpture , pattern
Same and different . Printing



3.1 L1:
Explore simple weaving technique and
symmetrical patterns



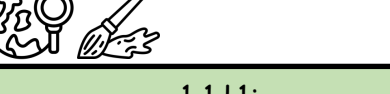
3.2 L1:
Explore patterns and texture .



2.1 L1:
creative exploring showdown art,
photography and model making .



1.2 L1:
Exploring, paint, colour mixing and Materials
relating to food



1.1 L1:
Exploring colour Paint and application

L1