


## Links to EY curriculum

Physical Development
Fine Motor Skills

- 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.
- Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.
- Use a range of small tools, including scissors, paintbrushes and cutlery.
- Begin to show accuracy and care when drawing


## Expressive Arts and Design

Creating with Materials

- 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
- 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.

## All work in EYFS is underpinned by Communication and Language development

- Learn new vocabulary
- Make comments about what they have heard and ask questions to clarify their understanding.
- Articulate their ideas and thoughts in well-formed sentences
- Describe events in some detail.
- Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen.
- Use new vocabulary in different contexts.

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| Class 2 YearA |  |  |  |  |  |  |  |  |
| Painting |  |  | Collage | Sculpture | Drawing | Print |  | Digital media |
| - Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns, lines. <br> - Mix colours effectively. <br> - Use watercolour paint to produce washes for backgrounds then add detail. <br> - Experiment with creating mood with colour. |  |  | - Select and arrange materials for a striking effect <br> - Ensure work is precise. <br> - Use coiling, overlapping, tessellation, mosaic and montage. | - Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). <br> - Include texture that conveys: feelings, expression, movement <br> - Use clay and other mouldable materials. <br> - Add materials to provide interesting detail. | - Use different hardnesses of pencils to show: line, tone, texture. <br> - Annotate sketches to explain and elaborate ideas. <br> - Sketch lightly (no need to use a rubber to correct mistakes). <br> - Use shading to show light and shadow. <br> - Use hatching and cross hatching to show tone and texture. | - Use layers of two or more colours. <br> - Replicate patterns observed in natural or built environments. <br> - Make printing blocks (e.g. from a coiled string glued to block). <br> - Make precise repeating patterns. |  | - Create images, video and sound recordings and explain why they were created. |
|  |  |  | A1 | A1 | Sp1 | Sp2 | Su1 | Su2 |
|  |  |  | Anglo Saxons |  | Volcanoes |  | Ancient Egypt |  |
| Class 2 <br> Year 2 <br> and 3 | $\begin{aligned} & \mathrm{Yr} \\ & \mathrm{~A} \end{aligned}$ | Focus | Anglo Saxon Art | Textiles | Landscapes / seascapes |  | Portraits |  |
|  |  | Key <br> Knowledge to be taught | What did the Anglo Saxons use to create their jewellery? <br> How did they create these? | What did the Anglo Saxons use to dye their textiles? <br> How can colours affect the mood or appearance of clothes? | What is a landscape / seascape? <br> What is the foreground and background? <br> What is perspective? |  | What is a portrait? |  |
|  |  | Painting |  | Saxon tunic in alternative colours Modern clothing designs or those of studied artists in Anglo Saxon colours | Landscapes (including volcanic) in the style of artists studied (below) How can changing the sky affect the mood of a painting? |  | Portraits in the style of artists studied (below) |  |
|  |  | Collage | Anglo Saxon jewellery (cardboard layers / jewels / pasta - sprayed) |  | Add texture to landscapes / seascapes in style of Barbara Shaw Create collage or part collage of landscape/ seascape |  | Portrait in the style of John Strezaker |  |
|  |  | Sculpture A | Anglo Saxon jewellery (clay) |  |  |  | Self portrait as clay bust |  |
|  |  | Drawing | Anglo Saxon Jewellery Illuminated letters | Human figure Anglo Saxon figure | Develop landscape / seascape prior to painting Pen and ink landscape (could copy and add colour too) |  | Self portraits (possibly completing half photo) |  |
|  |  | Print ${ }^{\text {P }}$ / | Anglo Saxon jewellery- carved blocks / string prints | Textile printing (tie dye) |  |  |  |  |
|  |  | Digital | Anglo Saxon jewellery |  | Landscapes - sky / land colours manipulated to change mood How do contrasting and coordinating colours affect this? |  | Digital Picasso portraits using cut/copy paste/colour editing |  |
|  |  | Famous artists, designers or architects |  | What do you notice about the work of Vivienne Westwood / Alexander McQueen? Why couldn't the Anglo Saxons create such colourful designs? | What is similar or different about how the following artists create landscapes / seascapes? Hokusai, Eric Tavares, Alayna Danner, Henri Rousseau, David Hockney, Monet <br> How does Barbara Shaw add texture to her work? |  | What is similar / different about the portraits of Picasso, Van Gogh, Leonardo Da Vinci? Who painted the Mona Lisa? <br> How are John Stezaker's portraits similar to Picasso's paintings? How does he create his portraits? |  |
|  |  | Vocabulary | Sculpture, glaze, slip, texture, Illuminated | textile, contrast, coordinating, fabric, dye | Colourwash, foreground, background, tone, shade, perspective, sketch, watercolour, impressionism, small strokes |  | Proportion, abstract, caricature, bold strokes, Post-impressionism, adapt, manipulate |  |

## Painting

- Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns, lines - Mix colours effectively.
- Use watercolour paint to
produce washes for backgrounds then add detail.
- Experiment with creating
mood with colour.


## Sculpture

- Select and arrange materials for a striking effect
- Ensure work is precise. - Use coiling, overlapping, - Use coiling, overlapping montage.
- Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). - Include texture that conveys: feelings, expression, movement - Use clay and other mouldable materials.
- Add materials to provide interesting detail.


## Drawing

- Use different hardnesses of pencils to show: line, tone, 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. $\bullet$ Use hatching and cross hatching to show tone and texture.


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## Print

- Use layers of two or more colours.
- Replicate patterns observed in natural or built environments. - Make printing blocks (e.g. from a coiled string glued to block). - Make precise repeating patterns.

| Class 3 Year A |  |  |  |  |  |  |  |  |  |
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| Painting |  |  | Collage |  |  | Drawing |  | Print | Digital |
| - Sketch lightly before painting to combine line and colour <br> - Create a colour palette based upon colours observed in the natural or built world. <br> - Use the qualities of watercolour and acrylic paints to create visually interesting pieces. <br> - Combine colours, tones and tints to enhance the mood of a piece. <br> - Use brush techniques/ qualities of paint to create texture <br> - Develop a personal style of painting, drawing upon ideas from other artists. |  |  | - Mix textures (rough and smooth, plain and patterned) <br> - Combine visual and tactile qualities. <br> - Use ceramic mosaic materials and techniques. |  | - Show life-like qualities and reallife <br> proportions or, if more abstract, provoke different interpretations. <br> - Use tools to carve and add shapes, texture and pattern. <br> - Combine visual and tactile qualities <br> - Use frameworks (such as wire or moulds) to provide stability / form | - Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction oflight) <br> - Use a choice of techniques to depict movement, perspective, shadows and reflection. <br> - Choose a style of drawing suitable for the work (e.g. realistic / impressionistic) <br> - Use lines to represent movement. |  | - Build up layers of <br> colours. <br> - Create an accurate pattern, showing fine detail. <br> - Use a range of visual elements to reflect the purpose of the work. | - Enhance digital media by editing (includin g sound, video, animation, still images and installations). |
|  | Autumn Term |  |  | Spring Term |  |  | Su1 |  | Su2 |
|  | Vikings \& Dragons |  |  | Lights, Camera, Action |  |  | Keen to be Green |  |  |
| Focus | Dragon Eyes |  | Viking Scene | Ancient Greeks |  |  | Green art |  | Local scenery |
| Key Knowledge to be taught |  |  |  | Why were vases important to the Greeks? What did they paint on their vases? <br> What is Pandora's box in Greek mythology? What can we learn from the mask of Agamenmon or Elgin Marbles? How might the Minoan Bull paintings be linked to Theseus and the Minotaur? |  |  | Why is 'green art' becoming more popular? Can it be valued if it simply deteriorates back into nature? <br> What is the point of green art? How could it help the environment? Could it harm it? |  |  |
| Painting | - Dragon's eye ( plus glaze for eye) / se chn's photocopied designs as template <br> - Viking ship scene - sea and skyscape (also in style on Monet/Van Gogh) <br> - Viking village scene |  |  | - Greek vases (using wax/scrapings?) |  |  | $\bullet$ - |  | -Add colour to observational drawings in style of Seurat and Robert Delaunay |
| Collage | - ${ }^{\text {- }}$ |  |  | - |  |  | - In style of artists below (Animal/bird /figure from natural materials) |  |  |
| Sculpture | - $\begin{aligned} & \text { Dragons Eyes (Clay) - eyes purchased to } \\ & \text { insert }\end{aligned}$ |  |  | - Create clay Pandora's box |  |  | - In style of artists below |  | - |
| Drawing | - Dragon's eye- design / pen and ink / coloured pencil <br> - Viking houses / village |  |  | - Greek vase designs <br> - Designs for sides of Pandora's box |  |  | - Rubbings in style of Orla Kiely |  | - Observational <br> - Pencil/pen and ink / coloured |
| Print | - |  |  | - |  |  | - In style of Orla Kiely (natural paint pigments???) |  |  |
| Digital | - Dragon eyes |  |  | - |  |  | - - |  | - In style of Seurat |
| Famous artists, designers or architects | Examples of Dragon eyes available widely on internet How did Monet and Van Gogh create landscapes / waterscapes? |  |  | Examples of Greek art/sculpture: What Mark of Agamenmon Elgin Marbles Minioan Bull paintings |  |  | Orla Kiely - Designer (wallpaper) Jane Bevan (natural sculptor) Andy Goldsworthy (natural sculptor) Michael Grab - Stone Balancer How has Stella McCartney incorporated environmental messages into her designs? How do the following artists reflect our Nature Pillar through their art? Chris Jordan, Robert Morris, Nils-Udo, Andy Goldsworthy |  | How did Georges <br> Seurat and Robert <br> Delaunay create their <br> paintings? <br> What is similar / different? |
| Vocabulary | Slip, glaze |  | colourwash, palette, impressionism | Slip proportion (Wrath, Gluttony, Greed, Envy, Sloth, Pride Lust) |  |  | Repeat, block, pressure, arrangement, live art aesthetic, motif, emblem, synthetic, texture, |  | Pointillism, still life, composition, texture |


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| Class 3 Year B |  |  |  |  |  |  |  |  |
| Painting |  | Collage |  | Sculpture | Drawing |  | Print | Digital media |
| - Sketch (lightly) bef <br> - Create a colour pal natural or built world <br> - Use the qualities of visually interesting pi <br> - Combine colours, to <br> - Use brush techniqu <br> - Develop a personal other artists. | painting to combine line and colour. e based upon colours observed in the <br> atercolour and acrylic paints to create es. <br> es, tints to enhance the mood of a piece and the qualities of paint to create texture yle of painting, drawing upon ideas from | - Mix textures (rough, smooth, plain, patterned) <br> - Combine visual and tactile qualities <br> - Use ceramic mosaic materials and techniques. |  | - Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. <br> - Use tools to carve and add shapes, texture and pattern. <br> - Combine visual and tactile qualities <br> - Use frameworks (such as wire or moulds) to provide stability and form | - Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). <br> - Use a choice of techniques to depict movement, perspective, shadows and reflection. <br> - Choose a style of drawing suitable for the work (e.g. realistic / impressionistic) <br> - Use lines to represent movement. |  | - Build up layers of colours. <br> - Create an accurate pattern, showing fine detail. <br> - Use a range of visual elements to reflect the purpose of the work. | - Enhance digital media by editing (including sound, video, animation, still images and installations). |
|  | Autumn term |  | Spring Term |  |  | Summer Term |  |  |
|  | Space \& Engineering |  | The Americas |  |  | World Cup/Olympics |  |  |
| Focus | Space Art |  | Mayan Art <br> (also Forest school - Native American art - weaving dreamcatchers, powwows, story sticks) |  |  | Printing / String Pull printing connected to focus Country |  |  |
| Key <br> Knowledge to be taught | How and why has Space Art changed through time? |  | When did the Mayans use masks? Why did the Mayan's make clay idols? Where do we find Mayan art? What do the symbols mean? |  |  | What is the difference between relief and screen printing? |  |  |
| Painting | In style of Peter Thorpe and Charles Bittinger |  | Animals with Mayan patterns / contrasting colours, inspired by patterns on Mayan calendars/sun stone/Dan Fenelon <br> Mask detail |  |  | Revision and recap of key skills as appropriate |  |  |
| Collage | In style of Robert McCall |  |  |  |  | Revision and recap of key skills as appropriate |  |  |
| Sculpture |  |  | Mayan Idols (full body) <br> Sun Stone - patterned <br> Mayan Masks bold colours |  |  |  |  |  |
| Drawing |  |  | Sun stone pattern plan <br> Animals with mayan patterns - felt colouring <br> Masks <br> Idol plan |  |  | Revision and recap of key skills as appropriate |  |  |
| Print |  |  |  |  |  | Relief print - inspired by artists studied String print <br> Pulled string image - inspired by artists studied |  |  |
| Digital | In style of Peter Thorpe and Charles Bittinger |  |  |  |  |  |  |  |
| Famous artists, designers or architects | How do Peter Thorpe and Charles Bittinger make different parts of their paintings stand out? <br> How do the images of Robert McCall differ from these? Why might this be? (Bittinger's art was before space travel / Sci-fi) <br> Werner Von Braun (rocket designer) |  | How many repeating patterns can you see in 'Walk in the Sun' by Dan Fenelon? <br> Where does he get his inspiration from? <br> What nature can you see? <br> What is the impact of the contrasting colours? <br> What creatures can you spot in Jabor Wocky? <br> How do sculptors like Barbara Hepworth and Denise Scott Brown develop their work. Can you spot the meaning? Does it have a meaning? |  |  | What is similar and different Ben Rider and Alison Deegan's prints? Pulled string images: Ms Amsler's artroom |  |  |
| vocabulary | contrast, realism, tints/tones, Sci-fi. |  | Repeated pattern, meaning, sun stone representation |  |  | Relief lino Screen fluorescent mood impact swirled. |  |  |



Enrichment in Art at Brompton and Sawdon Community Primary School:

| - Gallery recognition (art set awarded for those achieving this) |
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| - Art Club |

- Art Club
- Art Gallery trip
- Opportunities in Forest School
- Opportunities in wrap-around care
- Opportunities at playtime / lunchtime
- Visits by local artist
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