



Art and Design Curriculum Overview 24-25

Purpose of study:

Art, craft and design embodies some of the highest forms of human creativity. which engages, inspires and challenges pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art and design.

Intent:

Our Art and Design curriculum aims to inspire pupils and develop their confidence to experiment and invent their own works of art. Our curriculum is designed to give pupils every opportunity to develop their ability, nurture their talent and interests in art and design. At Griffin, we explore and evaluate a wide range of artists' work whilst exploring the historical and cultural development of the art they are focusing on. We encourage pupils to express their ideas and thoughts about the world by exposing children to a range of diverse artists.

Our Art and Design curriculum supports pupils to meet the National curriculum end of key stage attainment targets and has been written to fully cover the National Curriculum. Each year the group will take part in a drawing, painting and sculpting unit. Skills, vocabulary and knowledge are mapped to show a clear progression from EYFS through to the end of Year 6.

Aims:

The national curriculum for Art and Design aims to ensure that all pupils:

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

Implementation:

At Griffin, we begin every unit with an Artist study in which children explore aspects of an artist's work in relation to their technique, style.. Etc. We encourage pupils to take ownership, by feeling inspired by the artists and exploring aspects of their work within their sketchbooks.

After the initial artist study, pupils will be taught specific skills working towards a final project. The journey is mapped within their sketchbook, which students have ownership over from KS1 through to KS2. We encourage pupils to practise and develop skills they will then apply in their final pieces.



Art and Design Overview 2024-2025

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Experimenting with colour and different textures and tools. Experimenting with colour and different textures and tools.		Develop control over tools in order to create shapes and lines. Use natural objects to create a piece of art.		Explore colour mixing.	
Reception	Creating simple representations of people and objects. Experimenting with colour mixing Using colours for a particular purpose Explore different techniques for joining materials		Explore with a wider range of tools including pastels, chalk, and natural materials. Use natural objects to create a piece of art. To start to develop observational drawings.		Explore mixing primary and secondary colours Plan a piece of artwork To learn about artists	
Y1		Drawing: cityscapes with Stephen Wiltshire	Painting: colour splash Clarice Cliff		Sculpture: paper play	
Y2		Drawing: tell a story Quentin Blake	Painting: life in colour Alma Thomas		Sculpture: clay houses	
Y3		Drawing: growing artists Georgia O'Keeffe	Painting: prehistoric painting		Sculpture: paper sculpture	
Y4		Drawing: proportion and still life Fernando Bottero	Painting: light and dark Audrey Flack		Sculpture: wire sculpture	
Y5		Drawing: Focal point landscapes	Painting: Landscapes		Sculpture: Maya clay masks	



		David Hockney	Vincent Van Gogh			
Y6		Drawing: Portraits Kehinde Wiley	Painting: Political art Banksy		Sculpture: making memories (mixed media sculpture)	



	Year 1	Year 2
Autumn term	<p>Structures: Constructing windmills Designing, decorating and building a windmill for their mouse client to live in, developing an understanding of different types of windmill, how they work and their key features.</p>	<p>Craft and design: Map it out 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.</p>
	<p>Drawing: Make your mark 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.</p>	<p>Structures: Baby bear's chair Using the tale of Goldilocks and the Three Bears as inspiration, children help Baby Bear by making him a brand new chair. When designing the chair, they consider his needs and what he likes and explore ways of building it so that it is strong.</p>
Spring term	<p>Textiles: Puppets Exploring different ways of joining fabrics before creating their own hand puppets based upon characters from a well-known fairytale. Children work to develop their technical skills of cutting, glueing, stapling and pinning.</p>	<p>Painting and mixed media: Life in colour 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.</p>
	<p>Sculpture and 3D: Paper play 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. There are opportunities to extend learning to make a collaborative sculptural piece based on the art of Louise Bourgeois.</p>	<p>Mechanisms: Fairground wheel Designing and creating their own Ferris wheels, considering how the different components fit together so that the wheels rotate and the structures stand freely. Pupils select appropriate materials and develop their cutting and joining skills</p>
Summer term	<p>Cooking and nutrition: Smoothies (6 lessons) Handle and explore fruits and vegetables and learn how to identify fruit, before undertaking taste testing to establish chosen ingredients for a smoothie they will make, with accompanying packaging.</p>	<p>Sculpture and 3D: Clay houses 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.</p>
	<p>Painting and mixed media: Colour splash 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.</p>	<p>Mechanisms: Making a moving monster After learning the terms; pivot, lever and linkage, children design a monster which will move using a linkage mechanism. Children practise making linkages of different types and varying the materials they use to bring their monsters to life.</p>



	Year 3	Year 4
Autumn term	<p>Cooking and nutrition: Eating seasonally (6 lessons) Pupils discover when and where fruits and vegetables are grown and learn about seasonality in the UK. They respond to a design brief to design a seasonal food tart using ingredients harvested in the UK in May and June.</p>	<p>Drawing: Power prints 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.</p>
	<p>Drawing: Growing artists 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.</p>	<p>Structures: Pavilions Exploring pavilion structures, children learn about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.</p>
Spring term	<p>Digital world: Wearable technology Design, code and promote a piece of wearable technology to use in low light conditions, developing their understanding of programming to monitor and control products to solve a design scenario.</p>	<p>Painting and mixed media: Light and dark 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.</p>
	<p>Craft and design: Ancient Egyptian scrolls 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'.</p>	<p>Mechanical systems: Making a slingshot car Transforming lollipop sticks, wheels, dowels and straws into a moving car. Using a glue gun to, making a launch mechanism, designing and making the body of the vehicle using nets and assembling these to the chassis.</p>
Summer term	<p>Structures: Constructing a castle Learning about the features of a castle, children design and make one of their own. Using configurations of handmade nets and recycled materials to make towers and turrets and constructing a base to secure them.</p>	<p>Craft and design: Fabric of nature 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.</p>
	<p>Sculpture and 3D: Abstract shape and space 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.</p>	<p>Electrical systems: Torches Applying their scientific understanding of electrical circuits, children create a torch, designing and evaluating their product against set design criteria.</p>



	Year 5	Year 6
Autumn term	<p><u>Electrical systems: Doodlers</u> Explore series circuits further and introduce motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.</p>	<p><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.</p>
	<p><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.</p>	<p><u>Textiles: Waistcoats</u> Selecting suitable fabrics, using templates, pinning, decorating and stitching to create a waistcoat for a person or purpose of their choice.</p>
Spring term	<p><u>Mechanical systems: Making a pop-up book</u> Creating a four-page pop-up storybook design incorporating a range of mechanisms and decorative features, including: structures, levers, sliders, layers and spacers.</p>	<p><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'.</p>
	<p><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.</p>	<p><u>Structures: Playgrounds</u> Designing and creating a model of a new playground featuring five apparatus, made from three different structures. Creating a footprint as the base, pupils visualise objects in plan view and get creative with their use of natural features.</p>
Summer term	<p><u>Cooking and nutrition: Developing a recipe (6 lessons)</u> Research and modify a traditional bolognese sauce recipe to improve the nutritional value. Cook improved version and create packaging that fits design criteria. Learn about where beef comes from.</p>	<p><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.</p>
	<p><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.</p>	<p><u>Digital world: Navigating the world</u> Programming a navigation tool to produce a multifunctional device for trekkers. Combining 3D objects to form a complete product in CAD 3D modelling software and presenting a pitch to 'sell' their product.</p>



Drawing progression

Year 5 & 6 Sketchbook Art Skills

Activity	Media	Example	Tick or date
Create interesting patterns using continuous lines.	HB pencil Colouring pencils		
Practice shading by altering the pressure on your pencil. Also try dot shading.	HB pencil		
Take a pencil for a walk. Use different pencils to make different shades.	HB, 2B, 4B, 6B pencils		
Design and draw 2 of your own cartoon characters with unusual features.	Pencil Felt tip pens Fine liners		
Practice drawing objects and materials with different textures.	HB, 2B, 4B, 6B pencils		
Create a simple design then repeat it to make a pattern.	Colouring pencils		
Draw 3 dimensional (3D)	HB, 2B, 4B, 6B pencils		

Draw buildings getting smaller using a single point perspective.	Pencil Ruler			
Practice drawing people on the move.	HB pencil Fine liner/pen Pencil crayons			
Practice drawing people using oval shapes.	Pencils, fine liner and biro pens			
Write an interesting and descriptive sentence using pictography.	Pencils Felt-tip pens			
Draw lots of faces showing different emotions eg, happy sad, confused, scared.	Pencil Charcoal			
Divide your page into 4. In each box paint a different scene.	Watercolour paints Small brushes			



Year 3 & 4 Art & Design Skills - Sketchbooks

Activity	Media	Example	Tick or date
Take a line for a walk and find ways of filling in the gaps.	HB pencil Coloured pencils Fineliner pens Biro		
Take a line for a walk and shade in with different tones.	HB, 2B, 4B, 6B		
Draw rows of different patterns that are joined together.	Fineliner pens Colouring pencils		
Practice colouring in neatly. Use different pressure to create different shades.	Coloured pencils		
Try making different colours, overlay or crosshatch colours.	Coloured pencils and watercolour pencils		
Practice drawing different 2D shapes, make pictures/patterns.	Pencil		
Design different styles of letters.	Pencil Thick felt-tip pens		

Design some calligrams based on words.	HB pencils Colouring pencils				
Draw landscapes and shade from dark to light.	HB, 2B, 4B, 6B pencils				
Practice drawing stick men. Make them do all sorts of things!	Biro and fineliner pens HB pencil				
Practice drawing people using oval shapes.	HB pencil				
Draw detailed sections of natural objects such as shells, leaves, seed heads.	HB, 2B, 4B, 6B pencils				
Choose a paragraph from a story book and re-tell the section in a drawing.	Pencil Colouring pencils				

Year 1 & 2 Sketchbook Art Skills

Activity	Media	Example	Tick or date
Draw as many different lines as you can. (zig-zag, wavy, fat, dotted etc)	HB pencil Colouring pencils		
Take a pencil for a walk. Colour in each section with a different colour/shade.	Pencil crayons or watercolour pencils		
Take a pencil for a walk. Shade in each section with a different tone.	HB, 2B, 4B, 6B pencils		
Overlap and stick torn pieces of tissue paper to make a design.	Tissue paper PVA or Pritt Stick glue		
Divide page into 4. Draw a seasonal picture in each - spring, summer etc	Chalk pastels or colouring pencils		

Collect natural objects and draw them close up. (leaves, feathers, seeds)	Magnifying glass Fineliner pens or pencils				
Draw lots of different houses from memory- add features.	HB pencil Colouring pencils				
Divide page into 4 or 8. In each square design a different pattern.	Felt tip pens Pencil crayons.				
Draw around 2D shapes, overlap and colour in. Practice drawing 3D shapes.	3D shapes 2D shapes Pencil crayons				
Divide your page into 4. Draw yourself doing your favourite activities.	HB pencil Colouring pencils				
Draw and paint your family.	Watercolour paints or pencils				



	Drawing (pencils, rubbers, chalks, pastels, felt pen, charcoal, inks, ICT software) Van Gogh, Seurat, Durer, Da Vinci, Cezanne, Picasso, Hopper, Goya, Sargent, Holbein, Moore, Rossetti, Klee, Calder, Cassat					
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge/Artist study						
Skill						
Vocabulary						

	Painting (watercolour, ready mixed, acrylic,) Possible Artists: Klimt, Marc, Klee, Hockney, Pollock, Riley, Monet, Aboriginal, Rothko, Rivera, Indian Miniatures, O’Keeffe, Hopper, Rambrant, Lowry, Matisse, Margritte					
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge/Artist study						
Skill						
Vocabulary						



	Sculpture (3D work, clay, dough, boxes, wire, paper sculpture, mod roc) Possible Artists: (Moore, African, Native American, Hepworth, Arp, Nevelson, Gabo, Calder, Segal, Leach, Kinetic, recycled/ found object sculptures, Egyptian Artefacts, Christo, Frink, Balla, Andre					
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge/Artist study						
Skill						
Vocabulary						