EASTCROFT PARK PRIMARY SCHOOL



Art and Design Curriculum Map

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn Term						
Area of Focus:	Drawing & Sketchbooks					
Autumn 1	**Spirals** Using drawing, collage & mark-making to explore spirals. Introducing Sketchbooks.	**Explore & Draw** Introduce the idea that artists can be collectors & explorers as they develop drawing & composition skills.	**Gestural Drawing with Charcoal** Making loose, gestural drawings with charcoal and exploring drama & performance.	**Storytelling through drawing** Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell	**Typography & Maps** Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.	**2D drawing to 3D Making** Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.
Area of Focus:	Print, colour, collage					
Autumn 2	**Simple Printmaking** Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.	**Exploring the World Through Mono Print** Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership	**Working with Shape and Colour** "Painting with Scissors": Collage and stencil in response to looking at artwork.	**Exploring Pattern** Exploring how we can use colour, line and shape to create patterns, including repeating patterns	**Making Monotypes** Combine the monotype process with painting and collage to make visual poetry zines.	**Activism** Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.
Autumn Artist:	Picaso	Leonardo Da Vinci	Degas	Mondrian	Grayson Perry	Hokusai

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Spring Term						
Area of Focus:	**Working in Three Dimensions**					
Spring 1	**Playful Making** Exploring materials and intention through a playful approach	**Be An Architect** Exploring architecture and creating architectural models.	**Telling Stories Through Making** Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film.	**The Art of Display** Explore how the way we display our work can affect the way it is seen.	**Set Design** Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.	**Brave Colour** Exploring how artists use light, form and colour to create immersive environments.
Area of Focus:	**Paint, Surface & Texture**					
Spring 2	**Exploring Watercolour** Exploring watercolour and discovering we can use accidental marks to help us make art.	**Expressive Painting** Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark making to create abstract still lifes.	**Cloth, Thread, Paint** Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.	**Exploring Still Life** Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.	**Mixed Media Land & City Scapes** Explore how artists use a variety of media to capture spirit of the place.	**Exploring Identity** Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait.
Spring Artist:	Paul Klee	Zaha Hadid / Van Gogh	Quentin Blake & Roald Dahl	Cezanne	Leonid Afremov	Andy Warhol/Roy Lichtenstein/Keith Haring

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Summer Term						
Area of Focus:	**Working in Three Dimension**					
Summer 1	**Making Birds** Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.	**Stick Transformation Project** Explore how you can transform a familiar object into new and fun forms.	**Making Animated Drawings** Explore how to create simple moving drawings by making paper "puppets" and animate them using tablets.	**Sculpture, Structure, Inventiveness & Determination** What can artists learn from nature?	**Architecture: Dream Big or Small?** Explore the responsibilities architects have to design us a better world. Make your own architectural model.	**Take a Seat** Explore how craftspeople and designers bring personality to their work.
Area of Focus:	**Collaboration & Community**					
Summer 2	**Inspired by Flora & Fauna** Explore how artists make art inspired by flora and fauna. Make collages of MiniBeasts and display as a shared artwork.	**Music & Art** Explore how we can make art inspired by the sounds we hear.	**Using Natural Materials to Make Images** Using natural pigments and dyes from the local environment to make art. Exploring Cyanotype and Anthotype	**Festival Feasts** How might we use food and art to bring us together?	**Fashion Design** Explore contemporary fashion designers and create your own 2d or 3d fashion design working to a brief.	**Shadow Puppets** Explore how traditional and contemporary artists use cutouts and shadow puppets.
Summer Artist:	Eric Carle	Kandinsky	Tim Burton	Georgia O'Keefe	Frida Kahlo	Matisse

Never settle for less than your best.