

Art Intent Statement

To deliver a high-quality art and design curriculum which engages, inspires and challenges all pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. Children are encouraged to think critically to develop a rigorous understanding of the subject as well as an understanding of how art and design has shaped our history and contributed to the culture, creativity and wealth of our nation.



Concepts and Themes

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	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.					
Year 1	Spirals - Animals topic Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.		Exploring Waatercolour - stand alone or Transport topic Exploring watercolour and discovering we can use accidental mark to help us make art.			Making Birds – Seaside topic Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.
Year 2		Exploring the World Through Mono Print – Victorians topic Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership.	Explore & Draw – Story Topic Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.		Stick Transformation Project – Families Topic Explore how you can transform a familiar object into new and fun forms.	
Year 3	Gestural Drawing with Charcoal – Stone Age tiopic Making loose, gestural drawings with charcoal, and exploring drama and performance.		Cloth, Thread, Paint – Volcanoes topic Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.			Making Animated Drawings – Greek Gods topic Explore how to create simple moving drawings by making paper “puppets” and animate them using tablets.
Year 4	Storytelling Through Drawing Alice topic Explore how artists create sequenced drawings to share and tell stories. Create accordian books or comic strips to retell poetry or prose through drawing.		Sculpture, Structure, Inventiveness & Determination – Rainforests topic What can artists learn from nature?		Exploring Pattern Romans topic Exploring how we can use colour, line and shape to create patterns, including repeating patterns.	
Year 5	Typography & Maps – Anglo Saxons and Vikings topic Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.			Fashion Design – Ancient Egypt topic Explore contemporary fashion designers and create your own 2d or 3d fashion design working to a brief.		Set Design – The Last Wild topic Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.
Year 6	Shadow Puppets – Science Light topic topic Explore how traditional and contemporary artists use cutouts and shadow puppets.			2D Drawing to 3D Making – Mountaiaans topic Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	Activism – Changes in Britain topic Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.	