

ART & DESIGN Curriculum Map 2019-2020

Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art	<p>Sketching Communicate something about themselves in their drawing. Create moods in their drawing. Draw using pencil and crayons. Draw lines of different shapes and thickness, using 2 different grades of pencil.</p>	<p>Drawing/Painting Communicate something about themselves. Create moods in their paintings. Choose to use thick and thin brushes as appropriate. Paint a picture of something they can see. Name the primary and secondary colours.</p>	<p>Printing/ Textiles Print with sponges, vegetables and fruit. Print into paper and textile. Design their own printing block. Create a reapeating pattern.</p> <p>3D/Textiles Sort threads and fabrics. Group fabrics and threads by colour and texture. Weave with fabric and thread. Add texture by using tools. Make different kind of shapes. Cur, roll and coil materials sush as clay, dough or plasticine.</p>			
DT				<p>Working with tools, equipment, materials and components to make quality products: Use of materials Choose materials to use in a model or structure. Use joining, folding or rolling to make it stronger</p> <p>Food and Cooking Explain the properties of the ingredients they are using. Use the main tools to keep the kitchen safe and tidy.</p>	<p>Use of IT Create a picture independently. Use simple drawing tools. Replace and transform basic shapes.</p>	<p>Evaluating processes and products: Construction Use material for their constructions. Use their own ideas from initial starting points. Debate how to improve their construction.</p>

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Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art	<p>Drawing Use three different grades of pencil in their drawing (4B, 8B, HB). Use charcoal, pencil and pastels. Create different tones using light and dark. Show patterns and texture in their drawings. Use a viewfinder to focus on a specific part of an artefact before drawing it.</p>	<p>Painting Mix paint to create all the secondary colours. Mix and match colours, predict outcomes. Mix their own brown. Make tints by adding white Make tones by adding black.</p>	<p>Printing/ Sketch book Create a print using pressing, rolling, rubbing and stamping. Create a print like a designer. Begin to demonstrate their ideas through photographs and in their sketch books. Set out their ideas, using 'annotation' in their sketch books as to how they have changed their work.</p> <p>3D, Textiles Collage/ Make a clay pot. Join two fingers pots together. Add line and shape to their work. Join fabric using glue Sew fabrics together Create part of a class patchwork.</p>			
DT				<p>Develop, planning and communicating ideas. Use of materials: Measure materials to use in a model or structure. Join material in different ways. Use joining, folding or rolling to make it stronger.</p> <p>Cooking and nutrition: Describe the properties of the ingredients they are using. Explain what it means to be hygienic.</p>	<p>Evaluating processes and products Use of IT Create a picture independently. Use simple IT mark-making tools. Edit their own work take different. photographs of themselves displaying different moods. Change their photographic images on a computer.</p>	<p>Evaluating processes and products Construction: Make sensible choices as to which material to use for their constructions. Develop their own ideas from initial starting points. Incorporate some type of movement into models. Consider how to improve their construction.</p>

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Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art	<p>Drawing Show facial expressions in their drawings. Use their sketches to produce a final piece of work. Write an explanation of their sketch in notes. Use different grades of pencil shade, to show different tones and textures. Use their sketch books to express feelings about a subject and to describe likes and dislikes. Make notes about techniques used by artists.</p>	<p>Painting Predict with accuracy the colours mixed Know where each of the primary and secondary colours sits on the colour wheel Create a background using a wash and a range of brushes for effect.</p>	<p>Printing/Textiles Collage/Materials Add onto their work to create texture and shape. Work with life size materials Create pop-ups Use more than one type of stitch. Join fabric together to form a quilt using padding. Use sewing to add detail to a piece of work Add texture to a piece of work.</p>			
DT				<p>Use of IT Use the printed images they take with a digital camera and combine them with other media to produce art work Use IT programmes to create a piece of work that includes their own work and that of others (using web) Use the web to research an artist or style of art</p>	<p>Electrical and mechanical components: Select the most appropriate tools and techniques to use for a given task Make a product which uses both electrical components Use a simple circuit Use a number of components Stiff and flexible sheet materials: Use the most appropriate materials</p>	<p>Evaluating processes and products Stiff and flexible sheet materials: Use the most appropriate materials Work accurately to make cuts and holes Join materials Mouldable materials Do they select the most appropriate materials? Can they use a range of techniques to shape and mould? Do they use finishing techniques?</p>

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Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art	<p>Sketching Use their sketch books to express their feelings about various subjects and outline likes and dislikes. Produce a montage all about themselves. Use their sketch books to adapt and improve their original ideas. Keep notes about the purpose of their work in their sketch books.</p>	<p>Drawing/Painting Begin to show facial expressions and body language in their sketches Identify and draw simple objects, and use marks and lines to produce texture. Organise line, tone, shape and colour to represent figures and forms in movements Show reflections.</p>	<p>Printing & Textiles Collage/Materials Experiment with and combine materials and processes to design and make 3D form. Begin to sculpt clay or cardboard and other mouldable materials. Use patterns to make collages. Use at least four primary and secondary colours. Create an accurate print design. Print onto different materials.</p>			
Design				<p>Use of IT Present a collection of their work on a slide show. Create a piece of art work which includes the integration of digital images they have taken. Combine graphics and text based on their research.</p> <p>Stiff and flexible sheet materials Measure carefully so as to make sure they have not made mistake. Attempt to make their product strong.</p>	<p>Working with tools, equipment, materials and components to make quality products Tell if their finished product is going to be good quality. Conscious of the need to produce something that will be liked by others. Show a good level of expertise when using a range of tools and equipment.</p> <p>Cooking and nutrition Know what to do to be hygienic and safe thought what they can do to present their product in an interesting way.</p>	<p>Evaluating processes and products Thought of how they will check if their design is successful. Begin to explain how they can improve their original design. Evaluate their product, thinking of both appearance and the way it works.</p> <p>Mouldable materials Use a range of advanced techniques to shape and mould. Use finishing techniques, showing an awareness of audience.</p>

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Year 5	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art	<p>Sketching/Drawing Identify and draw simple objects and use marks and lines to produce texture. Successfully use shading to create mood and feeling. Organise line, tone, shape and colour to represent figures and forms in movement. Show reflections. Explain why they have chosen specific materials to draw with. Keep notes in their sketch books as to how they might develop their work further. Use their sketch books to compare and discuss ideas with others.</p>	<p>Painting Create a range of moods in their paintings. Use watercolours and make new colours with them. Use of shadows using watercolours. Express their emotions accurately through their painting and sketches</p>	<p>Printing/Textiles Collage/3D Print using a number of colours. Create an accurate print design that meets a given criteria. Print onto different materials. Combine visual and tactile qualities to express mood and emotion. Use different type of papers to make basic volumes shapes. Develop shapes on different materials.</p>			
Design				<p>Use of IT Create a piece of art work which includes the integration of digital images they have taken. Combine graphics and text based on their research. Scan images and take digital photos, and use software to alter them, adapt them and create work with meaning.</p> <p>Mouldable materials Refine and further improve their product design with the graphic program Inkscape using mouldable materials.</p>	<p>Working with tools, equipment, materials and components to make quality products Explain why their finished product is going to be of good quality. Explain how their product will appeal to the audience. Use a range of tools and equipment expertly. Persevere through different stages of the making process.</p> <p>Cooking and nutrition Describe what they do to be both hygienic and safe. Presented their product well.</p>	<p>Evaluating processes and products Keep checking that their design is the best it can be. Check whether anything could be improved. Evaluate appearance and function against the original criteria.</p> <p>Electrical and mechanical components Incorporate a switch into their product. Refine their product after testing it. Incorporate hydraulics and pneumatics.</p>

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Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art	<p>Sketching/Drawing Communicate emotions and a sense of self with accuracy and imagination. Explain why they have combined different tools to create their drawings. Explain why they have chosen specific drawing techniques. Sketch books contain detailed notes and quotes explaining about items. Compare their methods to others.</p>	<p>Painting Explain what their own style is. Use a wide range of techniques in their work. Explain why they have chosen specific painting techniques.</p>	<p>Collage/Drawing Printing & Textiles Overprint using different colours. Make decisions about the effectiveness of their printing methods. Combine graphics and text based research of commercial design, for example magazines etc., to influence the layout of their sketch books. Justify the materials they have chosen. Combine pattern, tone and shape. Use charcoal to make collages. Use of a range of material to make collages on basic pictures.</p>			
Design				<p>Use of IT Use software packages to create pieces of digital art to design. Create a piece of art which can be used as part of a wider presentation.</p> <p>Mouldable materials Justify why the chosen material was the best for the task. Justify design in relation to the audience.</p>	<p>Working with tools, equipment, materials and components to make quality products Use tools and materials precisely. Change the way they are working if needed.</p> <p>Cooking and nutrition Explain how their product should be stored. Set out to grow their own products with a view to making a salad, taking account of time required to grow different food.</p>	<p>Electrical and mechanical components Use different kinds of circuit in their product. Think of ways in which adding a circuit would improve their product.</p> <p>Evaluating processes and products Use a test and evaluate their final product. Use of different resources to improve the product.</p>