

Curriculum Map

Art and Design - Our Why?

The aim of art and design at Abbey is to allow our pupils to be creative individuals that produce and are proficient in a range of artistic techniques. Allow them to evaluate and analyse creative works and are knowledgeable about great artists and craft makers. Pupils develop their knowledge and skills through the grades and steps driven by topic every half term that uses the 4 corners of Engage, Develop, innovate and Express to embed learning.

Big Ideas promoted to our Art and Design Curriculum



Substantive Concepts of our Art and Design Curriculum

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



Curriculum Map Upper School and Horizon Hub



2.2 U5
Use ready mixed paint, Brusho and ink in different shades of red to create abstract paintings. Employ a range of tools to blow, smudge, paint, mark and print the liquids.



3.1 U5
Research the art movement Futurism Gather examples of artists compare and contrast



3.2 U5
Research the famed Renaissance artist Giuseppe Arcimboldo. Work in the style of the artist to replicate work



2.1 U5
Use ready mixed paint, Brusho and ink in different shades of red to create abstract paintings. Employ a range of tools to blow, smudge, paint, mark and print the liquids.



1.2 U5
Research war time artist compare and contrast. Gather and research examples of propaganda poster to inform and inspire



1.1 U5
Research the artist/s -Roald Bradstock, Lanny Barnes.) and Jean Blaise Evequoz

U5



2.2 U4: Stargazers
WO media, materials and techniques.



3.1 U4: Peasants Prices and pestilence
Shield Design research and gather heraldic designs on a knight's shield Explore and experiment with pattern, shape, reflection and symmetry



3.2 U4: Environmental Artists
Research and explore Expressionist artists and how they use colour in distinctive ways.



2.1 U4: Darwin's Delights
Exploring and creating from mixed media and materials
Shape form pattern, printmaking



1.2 U4 Revolution
Significant artists and movements -
Printmaking



1.1 U4: MI7
Great artists
Working with natural materials;
Drawing; Painting refining

U4



2.2 U3: States of Matter
Significant artists -Motifs and pattern;
Nature and block printing



3.1 U3: Blood Heart
Significant artists and movements
Modelling and 3D sculpture- Abstract art



3.2 U3: Tomorrows world.
Significant artists and movements
Mixed media and technology/photography



2.1 U3: Off with her Head
History and culture -Portraits sketching
Tudor
Fashions 3D modeling.



1.2 U3: Our changing world
Colour theory; Colour wheel; Mixing
tints, shades and tones;.



1.1 U3: Road Trip USA
History and culture- compare and contrast
Native America Dreamcatchers, weaving and
journey sticks.

**U3/
H2**



2.2 U2: Allotment
Great artists
Working with natural materials;
Drawing; Painting refining



**3.1 U2: Misty Mountain, winding River
GR/RM**
Great artists and crafts people -Working
with materials and techniques-Modelling,
weaving



3.2 U2: Ancient Civilisation
Significant people artwork and
movements -Islamic art
geometric motifs, relief patterns



2.1 U2: Alchemy Island
Significant Artists and movements -
Paper craft



1.2 U2: Gallery Rebels
Significant people artwork and
movements- painting, drawing
complimentary colours and harmonious
Compare and contrast



1.1 U2: Traders and Raiders
Significant People Artwork and
Movements
printing techniques
compare and contrast

U2



2.1 U1 Urban Pioneer
Weaving with natural materials;
Botanical art and illustration;
Observational drawing; Unit and lino
printing; Botanical study



3.1 U1 Emperors and Empires
Clay work and Adi weaving and contour
weaving



3.2 U1 Enchanted Woodland
significant people artwork and
movements -Islamic art
geometric motifs, relief patterns



2.1 U1: Remarkable Recipes
Colour wheel; Mixing hues; Comparing and
contrasting hues; Printing using malleable
materials; Comparing two artists' use of
colour



1.2 U1 Rocks, Relics and Rumbles..
Exploring Ammonites - Observational
Sketches. Compare and contrast great
artists, materials and techniques
Expressionism



1.1 U1 Magnificent Monarchs:
Great Artists of the 19th and 20th century.
Artist research Complimentary colours and
harmonious Compare and contrast
Personal response

**U1/
H1**

Curriculum Map Lower School

	<p>2.2 Rocks, relics and rumbles Two colour Print, observational drawings focusing on: Pattern, form and shape. photography</p>	<p>3.1 Predator Working with materials - 3d models collage</p>	<p>3.2 Urban Pioneer Photography - graffiti art, observational drawings compare and contrast</p>	
	<p>2.1 L6: Eat well cook well Malleable materials -Sculpture observational drawing and evaluation?</p>	<p>1.2 L6: Gods and Mortals Working with materials-3D sculpture Greek art and design. Compare and contrast</p>	<p>1.1 L6: Spirit Materials and techniques - painting/ sculpting from natural materials</p>	L6
	<p>2.2 L5: Wriggle and Crawl Creating with materials - weaving, Symmetrical printing 3d structure .</p>	<p>3.1 L5: Coastline Materials and techniques - painting/ sculpting from natural materials</p>	<p>3.2 L5: Muck, Mess and Mixtures Mixed media pictures and collages; experimenting with materials and their properties Colour mixing; texture clay</p>	
	<p>2.1 L5: Towers Tunnels and Turrets Structures Creating with materials -3D Sculpture using natural materials</p>	<p>1.2 L5 Beat Bang Boogie Working with materials -colour, hues and tones</p>	<p>1.1 L5 Bounce Working with materials Mixed media, malleable materials sculpture.</p>	L5
	<p>2.2 L4: Paws claws and whiskers Working with materials -Same and different Line drawing paint and colour.</p>	<p>3.1 L4: Our Wonderful World Working with materials Exploring portraits</p>	<p>3.2 L4: Rio Da Vida Working with materials -Carnival collage, colours and textures.</p>	
	<p>2.1 L4 Enchanted woodland Working with materials - Significant artists, Drawing and painting</p>	<p>1.2 L4: Memory box Working with materials -Significant people art and movement -Drawing, painting and collage</p>	<p>1.1 L4: TEAM Malleable Materials - create own team mascot</p>	L4
	<p>2.2 L3: Why don't snakes have legs? Working with materials- pencil ink charcoal and pen , collage and malleable materials</p>	<p>3.1 L3: Plant Parts - How does it grow? Exploring materials -printing from nature, malleable materials</p>	<p>3.2 L3: Can you build it? Working with materials to create -3D structures</p>	
	<p>2.1 L3: Puppets and Popups Creative Exploring paper craft. Cutting scoring folding popups and movement</p>	<p>1.2 L3:Winter Wonderland Creative exploring- Paint and colour Exploring application</p>	<p>1.1 L3: Marvelous machines Creative exploring ICT/PHOTOGRAPHY Junk materials photography Explore 2d and 3d art.</p>	L3
	<p>2.2 L2: Lets Explore Creative exploring- Art in Nature - 2d and 3D-Mark making</p>	<p>3.1 L2: Sunshine and Sunflowers Observational drawing, colour mixing and painting</p>	<p>3.2 L2: Ready, Steady Grow Observational drawing, colour mixing and painting</p>	
	<p>2.1 L2: Shadows and reflection RM creative exploring showdown art, photography and model making .</p>	<p>1.2 L2: Chop slice and Mash Creative Exploring- creating with food and printing .</p>	<p>1.1 L2: Sparkle and shine Explore malleable materials, shapes pattern and textures.</p>	L2
	<p>2.2 L1: Animal safari Explore 3D sculpture , pattern Same and different . Printing</p>	<p>3.1 L1: Creep, Crawl and Wriggle Explore simple weaving technique and symmetrical patterns</p>	<p>3.2 L1:On The Beach Explore patterns and texture .</p>	
	<p>2.1 L1: Big Wide World Exploring 2D and 3D, Malleable materials</p>	<p>1.2 L1: Stories and Rhymes Exploring, paint, colour mixing and Materials</p>	<p>1.1 L1:Me and My Community- Exploring colour Paint and application</p>	L1