

Slingsby School Art & Design Curriculum Overview



	UNIT 1	UNIT 2	UNIT 3	UNIT 4
Year 1	<p>Formal elements of Art</p> <p>Exploring three of the formal elements of art: shape, line and colour, children mix and paint with secondary colours; use circles to create abstract compositions and work collaboratively to create art inspired by water.</p>	<p>Art and design skills</p> <p>Learning two printing techniques, using 2D shapes to explore a variety of media, mixing different shades of one colour and discussing the work of artist Louis Wain.</p>	<p>Landscapes using different media</p> <p>Learning about composition and working with different art materials to create texture. The unit is based on the theme of 'the seaside' however there is guidance to adapt the unit to then alternative theme of 'castles'.</p>	<p>Sculptures and collages</p> <p>On the theme of the natural world, children make sculptures, collages, 3D models of creatures and a class spider sculpture, inspired by artist Louise Bourgeois.</p>
Year 2	<p>Formal elements of Art</p> <p>Exploring the formal elements of art: pattern, texture and tone; children create printed patterns using everyday objects; take rubbings using different media and learn how to make their drawings three-dimensional.</p>	<p>Art and design skills</p> <p>Replicating the recognisable crockery of Clarice Cliff, exploring tone through shading, developing weaving skills, manipulating clay and experimenting with brush strokes.</p>	<p>Human form</p> <p>Exploring how bodies and faces are portrayed in art: looking at the work of artists, using their bodies to form shapes, creating collages, drawing portraits and creating a peg figure.</p>	<p>Sculpture and mixed media</p> <p>Creating sculpture and pop art and learning how to draw facial features to portray different emotions, all through the topic of comic superheroes inspired by the works of Roy Lichtenstein.</p>
Year 3	<p>Formal elements of art</p> <p>Exploring two of the formal elements of art: shape and tone; children find shapes in everyday objects; use shapes as guidelines to draw accurately from observation and create form and shape using wire.</p>	<p>Art and design skills</p> <p>Making a variety of puppets using different materials, completing a drawing from observation, learning the difference between a tint and a shade and creating versions of a cartoon drawn by a famous illustrator.</p>	<p>Prehistoric art</p> <p>Experimenting with charcoal, berries, leaves, homemade paints and more, children get a sense of what it was like to create art thousands of years ago and why these pieces were created.</p>	<p>Craft</p> <p>Creating a mood board to work as a visual mind map and source of inspiration. Tie-dyeing, weaving and sewing to create a range of effects using fabric, culminating in a finished t-shirt to showcase these skills.</p>

<p>Year 4</p>	<p>Formal elements of art</p> <p>Exploring two of the formal elements of art: texture and pattern; pupils develop a range of mark-making techniques, make and use their own textured stamps for printing; draw a 'flip' pattern and recreate an ancient geometric pattern.</p>	<p>Art and design skills</p> <p>Creating an optical illusion print, replicating a plate in the famous willow pattern, carving sculptures out of soap, drawing a collection of still life objects, painting and mixing colours and learning about the role of a 'curator.'</p>	<p>Every picture tells a story</p> <p>Analysing works of art and creating photo collages and abstract art inspired by the works explored.</p>	<p>Sculpture</p> <p>Exploring and using unusual objects to create 3D works of art. Creating drums and maracas from recycled materials and looking at different techniques, such as wax resist and collages to create different effects.</p>
<p>Year 5</p>	<p>Formal elements: Architecture</p> <p>Learning how to draw from observation, creating a print and drawing from different perspectives. Learning about the role of an architect and considering why houses look the way they do and whether there is scope to change and improve them.</p>	<p>Art and design skills</p> <p>Designing an invention, expanding on an observational drawing, using a poem to create a portrait, painting an enlarged section of a drawn collage and learning how to 'think' like an artist.</p>	<p>Every picture tells a story</p> <p>Analysing the intentions of artist Banksy; making ink symmetry prints inspired by psychologist Rorschach; telling a story using emojis; using drama to recreate a poignant war scene and creating art inspired by the ceramic work of Magdalene Odundo.</p>	<p>Design for a purpose</p> <p>Designing to a specific criteria or specification, developing design ideas for a room interior, a coat of arms and product to fit a given name. Learning to draw inspiration from different sources and experimenting with a range of techniques.</p>
<p>Year 6</p>	<p>Art and design skills</p> <p>Design, drawing, craft, painting and art appreciation; working as a group to design a hat, creating zentangle patterns and subsequent prints, painting in the style of impressionist painters and exploring the piece 'Nighthawks' by Edward Hopper.</p>	<p>Make my voice heard</p> <p>Analysing world by artists Picasso and Kollwitz, and through the mediums of graffiti, drawing, painting and sculpture, creating artworks that speak to the viewer.</p>	<p>Photography</p> <p>Through developing their photography skills, children cover useful artistic concepts in a new context, looking at: composition, colour, light, abstract images and underlying messages.</p>	<p>Still life</p> <p>Creating a variety of pieces influenced by different artists and using a range of mediums. Using charcoal, erasers and paint to depict a chosen composition of special objects before constructing a memory box to showcase their work.</p>