

# Upham CE Primary School Curriculum & Progression Overview – Art & Design

Overview of Art & Design Curriculum						Year B	
	Autumn Term I	Autumn Term II	Spring Term I	Spring Term II	Summer Term I	Summer Term II	
Class 4 (Years 5 & 6)		<p style="text-align: center;"><b>Printing</b></p> <p>Viking patterns for sail/ flag for DT longboat model. Carved &amp; built blocks</p> <ul style="list-style-type: none"> <li>Apply more than one colour using pre-cut printing tiles</li> <li>Investigate tessellated approaches with one-off prints on different surfaces</li> </ul>		<p style="text-align: center;"><b>Painting</b></p> <p>Henna on tiles in mendhi style</p> <ul style="list-style-type: none"> <li>Use range of specialist media to achieve desired affects</li> <li>Plan the effective use of available space</li> </ul>	<p style="text-align: center;"><b>Sculpture – Clay</b></p> <p>Coil Pots in Ancient Greek forms</p> <ul style="list-style-type: none"> <li>A range of techniques for building, joining and decorating clay.</li> <li>Design and create planned sculptures from a single and combined media.</li> </ul>		
Class 3 (Years 3 & 4)	<p style="text-align: center;"><b>Drawing</b></p> <p>Chalk and pastel cave drawings</p> <ul style="list-style-type: none"> <li>Use specialist media to explore effects</li> <li>Identify visual elements in their work.</li> <li>Produce detailed drawings</li> <li>Adapt styles for different purposes.</li> </ul> <p style="text-align: center;"><b>Sculpture - Jewellery</b></p> <p>Jewellery making on trip working with craftsman</p> <ul style="list-style-type: none"> <li>Model 3D shapes</li> <li>Explore the properties of a range of materials</li> </ul>		<p style="text-align: center;"><b>Collage &amp; Painting</b></p> <p>Iron Man collage with painted backgrounds</p> <ul style="list-style-type: none"> <li>Adapt colours to achieve tonal effects</li> <li>Work on a range of scales and surfaces appropriate to the work.</li> <li>Cut out more complex shapes from a range of materials with some accuracy</li> <li>Change the surface of materials, tear prepare into predetermined shapes</li> </ul>		<p style="text-align: center;"><b>Sculpture – Clay (carved &amp; imprinted)</b></p> <p>Egyptian broaches, carved surface &amp; pressed objects to surface</p> <ul style="list-style-type: none"> <li>Create objects from clay, using simple techniques to join.</li> <li>Model 3D shapes</li> <li>Explore the properties of a range of materials</li> </ul>	<p style="text-align: center;"><b>Textiles &amp; Mixed-Media</b></p> <p>Local buildings – group made village, collaborative piece, perspective</p> <ul style="list-style-type: none"> <li>Cut fabrics with some accuracy</li> <li>Create new fabric textures</li> <li>Combine and alter materials to create new features appropriate for the subject.</li> </ul>	
Class 2 (Years 1 & 2)	<p style="text-align: center;"><b>Printing</b></p> <p>Andy Warhol Pop Art – painted mono blocks</p> <ul style="list-style-type: none"> <li>Load a range of objects with paint and print from them.</li> <li>Make a simple mono-printing block to make regular and irregular patterns.</li> <li>Experiment with different techniques</li> </ul>		<p style="text-align: center;"><b>Mixed-media &amp; Collage</b></p> <p>Silhouette pictures chinks and painted backgrounds</p> <ul style="list-style-type: none"> <li>Colour in' accurately including in paint.</li> <li>Name primary and secondary colours, qualify their tonal value.</li> <li>Mix and match basic colours and make them lighter or darker.</li> <li>Paintings to show increasing details and context.</li> <li>Make choices to select natural and man-made materials</li> </ul>	<p style="text-align: center;"><b>Sculpture – Clay</b></p> <p>Models of snail from story</p> <ul style="list-style-type: none"> <li>Use wide range of tools to manipulate materials, including clay.</li> </ul>	<p style="text-align: center;"><b>Textile Collage</b></p> <p>Different story scene settings, layered fabric</p> <ul style="list-style-type: none"> <li>Cut straight and curved lines from a range of materials with some accuracy</li> <li>Tear paper and apply glue to stick down accurately</li> <li>Classify materials into colours and surface textures</li> <li>Cut fabric into basic shapes</li> <li>Weave with and through threads</li> </ul>	<p style="text-align: center;"><b>Observational Drawing</b></p> <p>Sketching outside - local area, animal sketches</p> <ul style="list-style-type: none"> <li>Develop use and control of a variety of media (pencils, colouring pencils, charcoal, fibre pens, crayons).</li> <li>Make drawings to show increasing details and context.</li> <li>Draw from observation, experience and imaginations, emphasis on first-hand experience</li> </ul>	<p style="text-align: center;"><b>Mixed Media Painting &amp; Collage</b></p> <p>LS Lowry images backgrounds, middle &amp; foregrounds.</p> <ul style="list-style-type: none"> <li>Cut straight and curved lines from a range of materials with some accuracy</li> <li>Tear paper and apply glue to stick down accurately</li> <li>Classify materials into colours and surface textures</li> <li>Make choices to select natural and man-made materials</li> </ul> <p style="text-align: center;"><b>Art Gallery Trip</b></p> <p>Sketching &amp; recording</p>

Overview of Art & Design Curriculum						Year A	
	Autumn Term I	Autumn Term II	Spring Term I	Spring Term II	Summer Term I	Summer Term II	
Class 4 (Years 5 & 6)	<p style="text-align: center;"><b>Sculpture – Clay</b></p> <p>Christ Redeemer models, 5-star method</p> <ul style="list-style-type: none"> <li>A range of techniques for building, joining and decorating clay.</li> <li>Design and create planned sculptures from a single and combined media.</li> </ul> <p style="text-align: center;"><b>Painting</b></p> <p>Rio paintings – contrasting colours inspired by street art</p> <ul style="list-style-type: none"> <li>Develop techniques for key elements including proportion &amp; simple perspective</li> <li>Use range of specialist media to achieve desired affects</li> <li>Mix a full range of hues and tones</li> <li>Plan the effective use of available space</li> <li>Include simple proportion and perspective in their work.</li> </ul>	<p style="text-align: center;"><b>Multi-media &amp; ICT</b></p> <p>Abstract Space art combining different composition elements for space background, astronaut &amp; spacecraft</p> <ul style="list-style-type: none"> <li>Plan effective use of drawing space</li> <li>Adapt and combine materials based on visual elements which are the main focus.</li> <li>Use software/ hardware to explore visual elements, in combination with other visual media skills..</li> </ul>	<p style="text-align: center;"><b>Sculpture – Junk Modelling</b></p> <p>Mayan temple sketches chalk charcoal leading to models</p> <ul style="list-style-type: none"> <li>Design and create planned sculptures from a single and combined media.</li> <li>Choosing materials appropriate to the subject.</li> </ul>	<p style="text-align: center;"><b>Painting</b></p> <p>Ethiopian Artwork (shared) eyes and stars</p> <ul style="list-style-type: none"> <li>Use range of specialist media to achieve desired affects</li> <li>Mix a full range of hues and tones</li> <li>Plan the effective use of available space</li> </ul>			<p style="text-align: center;"><b>Textiles &amp; Printing</b></p> <p>Dinosaur drawings leading to printing blocks for footprints, teeth bones etc printed onto layers of fabric</p> <ul style="list-style-type: none"> <li>Select media and style suited to the purpose</li> <li>Apply more than one colour using pre-cut printing tiles</li> <li>Investigate tessellated approaches with one-off prints on different surfaces</li> <li>Understand commercial printing</li> <li>Accurately cut complex shapes from a range of materials</li> <li>Altar and amend surfaces to create new textures</li> <li>Change textures to create 2D collage</li> <li>Select materials appropriate to their work</li> </ul>

<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>Class 3</b> <b>(Years 3 &amp; 4)</b></p>	<p><b>Drawing</b> Portrait drawing - Paul Klee</p> <ul style="list-style-type: none"> <li>• Use specialist media to explore effects</li> <li>• Identify visual elements in their work.</li> <li>• Produce detailed drawings</li> <li>• Recognise proportions in human body.</li> <li>• Adapt styles for different purposes.</li> </ul>		<p><b>Collage &amp; Printing</b> Roman Mosaics</p> <ul style="list-style-type: none"> <li>• Adapt colours to achieve tonal effects</li> <li>• Work on a range of scales and surfaces appropriate to the work.</li> <li>• Load a range of objects with paint and print from them.</li> <li>• Make a simple mono-printing block to make regular and irregular patterns.</li> <li>• Experiment with different techniques</li> <li>• Cut out more complex shapes from a range of materials with some accuracy</li> </ul>		<p><b>ICT</b> Photography of Plants – exploring composition and choices</p> <ul style="list-style-type: none"> <li>• Use software/ hardware to explore visual elements, in combination with other visual media skills.</li> </ul>	
<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>Class 2</b> <b>(Years 1 &amp; 2)</b></p>	<p><b>Painting &amp; Drawing</b> Self Portraits – proportions of human face, pastels &amp; paint</p> <ul style="list-style-type: none"> <li>• Develop use and control of a variety of media (pencils, colouring pencils, charcoal, fibre pens, crayons).</li> <li>• Colour in accurately.</li> <li>• Draw from observation, experience and imaginations, emphasis on first-hand experience</li> <li>• Paintings to show increasing details and context.</li> </ul>	<p><b>Observational Drawing</b> Observing toy artifacts</p> <ul style="list-style-type: none"> <li>• Make drawings to show increasing details and context.</li> <li>• Draw from observation, experience and imaginations, emphasis on first-hand experience</li> </ul>	<p><b>Sculpture – Junk &amp; Clay</b> Fairy tale story, junk setting and clay figure modelling</p> <ul style="list-style-type: none"> <li>• Use wide range of tools to manipulate materials, including clay.</li> <li>• Build junk models and prepare them for painting and decorating by covering them with layers of paper.</li> </ul>	<p><b>Sculpture &amp; ICT</b> Masai necklaces – paper &amp; papier mâché, pattern design developed using ICT</p> <ul style="list-style-type: none"> <li>• Use wide range of tools to manipulate materials, including clay.</li> <li>• Use software to explore shape, colour &amp; pattern.</li> </ul>	<p><b>Mixed-media &amp; Textiles</b> Van Gogh’s sunflowers, making sunflowers in different media</p> <ul style="list-style-type: none"> <li>• Colour in’ accurately including in paint.</li> <li>• Name primary and secondary colours, qualify their tonal value.</li> <li>• Mix and match basic colours and make them lighter or darker.</li> <li>• Paintings to show increasing details and context.</li> <li>• Cut fabric into basic shapes</li> <li>• Weave with and through threads</li> <li>• Make choices to select natural and man-made materials</li> </ul>	<p><b>Printing</b> Polystyrene block &amp; ink roller designs based on Brigit Riley &amp; William Morris</p> <ul style="list-style-type: none"> <li>• Load a range of objects with paint and print from them.</li> <li>• Make a simple mono-printing block to make regular and irregular patterns.</li> <li>• Experiment with different techniques</li> </ul>

## Overview of Progression Within Upham CE Primary School Art & Design Curriculum

Art Aspect	Foundations in Year R within EYFS ELG 16,17	KS1	Lower KS2	Upper KS2
<b>Drawing</b>	<ul style="list-style-type: none"> <li>Control a variety of media in order to use lines to create shapes, patterns and textures on a range of surfaces.</li> </ul>	<ul style="list-style-type: none"> <li>Develop use and control of a variety of media (pencils, colouring pencils, charcoal, fibre pens, crayons).</li> <li>Colour in accurately.</li> <li>Make drawings to show increasing details and context.</li> <li>Draw from observation, experience and imaginations, emphasis on first-hand experience</li> </ul>	<ul style="list-style-type: none"> <li>Use specialist media to explore effects</li> <li>Identify visual elements in their work.</li> <li>Produce detailed drawings</li> <li>Recognise proportions in human body.</li> <li>Adapt styles for different purposes.</li> </ul>	<ul style="list-style-type: none"> <li>Plan effective use of drawing space</li> <li>Develop techniques for key elements including proportion &amp; simple perspective</li> <li>Select media and style suited to the purpose</li> </ul>
<b>Painting</b>	<ul style="list-style-type: none"> <li>Name and use primary colours, black and white</li> <li>Make and repeat various marks and lines.</li> <li>Start to develop control over a range of media</li> <li>Paint from observation and experience</li> </ul>	<ul style="list-style-type: none"> <li>'Colour in' accurately including in paint.</li> <li>Name primary and secondary colours, qualify their tonal value.</li> <li>Mix and match basic colours and make them lighter or darker.</li> <li>Paintings to show increasing details and context.</li> </ul>	<ul style="list-style-type: none"> <li>Adapt colours to achieve tonal effects</li> <li>Work on a range of scales and surfaces appropriate to the work.</li> </ul>	<ul style="list-style-type: none"> <li>Use range of specialist media to achieve desired affects</li> <li>Mix a full range of hues and tones</li> <li>Plan the effective use of available space</li> <li>Include simple proportion and perspective in their work.</li> </ul>
<b>Printing</b>	<ul style="list-style-type: none"> <li>Experience different types of printing</li> <li>Experiment with a range of methods</li> <li>Work on a range of surfaces and scales</li> </ul>	<ul style="list-style-type: none"> <li>Load a range of objects with paint and print from them.</li> <li>Make a simple mono-printing block to make regular and irregular patterns.</li> <li>Experiment with different techniques</li> </ul>	<ul style="list-style-type: none"> <li>Children make more complicated printing blocks eg using string, card, etc</li> <li>They ink up a block and print regular &amp; offset patterns</li> <li>Experiment with prints on fabric using inks.</li> </ul>	<ul style="list-style-type: none"> <li>Apply more than one colour using pre-cut printing tiles</li> <li>Investigate tessellated approaches with one-off prints on different surfaces</li> <li>Understand commercial printing</li> </ul>
<b>Sculpture</b>	<ul style="list-style-type: none"> <li>Mould and create simple shapes with malleable materials</li> <li>Combine found materials to make junk models</li> <li>Use simple tools to cut, shape, join materials and impress surfaces,</li> </ul>	<ul style="list-style-type: none"> <li>Use wide range of tools to manipulate materials, including clay.</li> <li>build junk models and prepare them for painting and decorating by covering them with layers of paper.</li> </ul>	<ul style="list-style-type: none"> <li>Create objects from clay, using simple techniques to join.</li> <li>Model 3D shapes</li> <li>Explore the properties of a range of materials</li> </ul>	<ul style="list-style-type: none"> <li>A range of techniques for building, joining and decorating clay.</li> <li>Design and create planned sculptures from a single and combined media.</li> <li>Choosing materials appropriate to the subject.</li> </ul>
<b>Collage</b>	<ul style="list-style-type: none"> <li>Use scissors to cut a range of materials in straight lines</li> <li>Tear paper and apply adhesive to glue surfaces</li> <li>Classify materials into textures and colours</li> </ul>	<ul style="list-style-type: none"> <li>Cut straight and curved lines from a range of materials with some accuracy</li> <li>Tear paper and apply glue to stick down accurately</li> <li>Classify materials into colours and surface textures</li> </ul>	<ul style="list-style-type: none"> <li>Cut out more complex shapes from a range of materials with some accuracy</li> <li>Change the surface of materials, tear prepare into predetermined shapes</li> </ul>	<ul style="list-style-type: none"> <li>Accurately cut complex shapes from a range of materials</li> <li>Alter and amend surfaces to create new textures</li> </ul>
<b>Textiles</b>	<ul style="list-style-type: none"> <li>Cut threads/ chord/ string with scissors and thread beads</li> </ul>	<ul style="list-style-type: none"> <li>Cut fabric into basic shapes</li> <li>Weave with and through threads</li> </ul>	<ul style="list-style-type: none"> <li>Cut fabrics with some accuracy</li> <li>Create new fabric textures</li> </ul>	<ul style="list-style-type: none"> <li>Change textures to create 2D collage</li> <li>Select materials appropriate to their work</li> </ul>
<b>Mixed Media</b>	<ul style="list-style-type: none"> <li>Mix natural and man-made materials together</li> </ul>	<ul style="list-style-type: none"> <li>Make choices to select natural and man-made materials</li> </ul>	<ul style="list-style-type: none"> <li>Combine and alter materials to create new features appropriate for the subject.</li> </ul>	<ul style="list-style-type: none"> <li>Adapt and combine materials based on visual elements which are the main focus.</li> </ul>
<b>ICT</b>	<ul style="list-style-type: none"> <li>Express ideas using ICT.</li> </ul>	<ul style="list-style-type: none"> <li>Use software to explore shape, colour &amp; pattern.</li> </ul>	<ul style="list-style-type: none"> <li>Use software/ hardware to explore visual elements, in combination with other visual media skills.</li> </ul>	
<b>Ongoing, throughout all units as part of media development</b>				
<b>Sketchbooks</b>	<ul style="list-style-type: none"> <li>Use sketchbook to organise thoughts</li> </ul>		<ul style="list-style-type: none"> <li>Collect visual material and develop ideas.</li> </ul>	