



St Michaels First School Art Whole School Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Home Sweet Home How Can We Use Our Bodies to Make Art?	Join the Celebrations How Can We Explore Materials and Marks?	Up, Up and Away How Can We Explore Colour?	Over the Rainbow What Can We See?	What's in the Garden? How Can We Explore 3d Materials?	Oh, the Places You'll Go How Can We Use Our Imaginations?
Reception	Only One Me! What can we see?	Let's Celebrate How Can We Explore Colour?	Not all Superhero's Fly How Can We Use 3d Materials?	Welly Boots or Sunhats? How Can We Use Our Imaginations?	Ready Steady Grow! How Can We Explore Materials and Marks?	All Around the World How Can We Build Worlds?
Year 1	Fun on the Farm Spirals Experimental mark-making - inspired by Molly Haslund (Art) Fruit Salads (D&T - Cooking)	Let's Celebrate Simple Printmaking Printing patterns - Firework pictures (D&T - Printing)	Polar Places Exploring Watercolour Polar landscapes - inspired by Paul Klee (Art)	Once Upon a Time Inspired by Flora and Fauna Fairy tale collage (Art)	Safari Explorers Making Birds 3-D sculptures (D&T - Construction)	Fun at the Seaside Playful Making Making boats and sea creatures (D&T - Modelling/Technical Knowledge)
Year 2	The Great Fire of London Explore and Draw The Great Fire of London composition using natural resources (Art) Making bread (D&T - Cooking)	Blast from the Past Exploring the World Through Mono Print Drawings of inventions - inspired by Leonardo Da Vinci (Art)	Fabulous Fairy Tales Be An Architect Creating architectural inventions of fairy tale homes (D&T - modelling)	Crazy Crayons Expressive Painting Gestural mark making - inspired by Vincent Van Gogh (Art)	Awesome Authors Stick Transformation Project Story characters stick people (D&T - Building: Technical Knowledge)	Animal Antics Music and Art Painting an "Imaginary Orchestra" (Art)
Year 3	Prehistoric Britain: The Stone Age Gestural Drawing with Charcoal Cave Painting (Art)	European Adventure Working with Shape and Colour Landmark Collage - Inspired by Henri Matisse (Art)	Bronze Age and Iron Age Telling Stories Through Illustrating and Making Illustration inspired by Quentin Blake (Art)	Romans in Britain Making Animated Drawings Roman characters/scenes (D&T - Levers and Pulleys: Technical Knowledge)	Maps Using Natural Materials Primal painting/Anthotypes (Art)	Rivers - Go with the Flow Cloth, Thread, Paint Landscapes (D&T - Sewing)
Year 4	Invaders and Settlers Storytelling Through Drawing Creating a comic (Art)	Canada Exploring Pattern Making repeating patterns (Art)	The Story of Stone - Somewhere to Settle The Art of Display Clay sculptures (D&T - Modelling/Making)	The Story of Stone - Somewhere to Settle Exploring Still Life Still life drawing - inspired by Paul Cezanne (Art)	Rainforests Sculpture, Structure, Inventiveness and Determination Bird nests (D&T - Innovative Design)	Ancient Civilisations Festival Feasts Making Sandwiches - Communal Picnic (D&T - Cooking)

Access Art Primary Art Curriculum: <https://www.accessart.org.uk/full-primary-art-curriculum/>

Art, Craft and Design Purpose of Study (National Curriculum)

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Art, Craft and Design Aims (National Curriculum)

The national curriculum for art and design aims to ensure that all pupils:

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

Art, Craft and Design Subject Content (National Curriculum)

Key Stage 1:

Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Key Stage 2:

Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

Early Years Foundation Stage Curriculum

Three and four year olds

- Explore different materials freely, to develop their ideas about how to use them and what to make.
- Develop their own ideas and then decide which materials to use to express them.
- Join different materials and explore different textures.
- Create closed shapes with continuous lines and begin to use these shapes to represent objects.
- Draw with increasing complexity and detail, such as representing a face with a circle and including details.
- Use drawing to represent ideas like movement or loud noises.
- Show different emotions in their drawings and paintings.
- Explore colour and colour mixing.

Reception

- Explore and refine a variety of artistic effects to express 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.

ELG

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Share their creations, explaining the process they have used.
- Make use of props and materials when role playing characters in narratives and stories.
- Invent, adapt and recount narratives and stories with peers and their teacher.
- Sing a range of well-known nursery rhymes and songs.
- Perform songs, rhyme, poems, and stories with others, and – when appropriate – try to move in time with music.

