

Art and Design Curriculum Map

Term	Nursey	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn			Drawing	Collage	Print	Drawing	Painting	Textiles
Spring			Print	Textiles	Painting	Textiles	Print	Drawing
Summer			Sculpture and Digital Media	Painting	Sculpture and Digital Media	Collage	Sculpture and Digital Media	Collage

NB Need to add inspirational artist(s) or artwork for each term

Essential Characteristics

- The ability to use visual language skilfully and convincingly (for example, line, shape, pattern, colour, texture, form) to express emotions, interpret observations, convey insights and accentuate their individuality.
- The ability to communicate fluently in visual and tactile form.
- The ability to draw confidently and adventurously from observation, memory and imagination.
- The ability to explore and invent marks, develop and deconstruct ideas and communicate perceptively and powerfully through purposeful drawing in 2D, 3D or digital media.
- An impressive knowledge and understanding of other artists, craft makers and designers.
- The ability to think and act like creative practitioners by using their knowledge and understanding to inform, inspire and interpret ideas, observations and feelings.
- Independence, initiative and originality which they can use to develop their creativity.
- The ability to select and use materials, processes and techniques skilfully and inventively to realise intentions and capitalise on the unexpected.
- The ability to reflect on, analyse and critically evaluate their own work and that of others.
- A passion for and a commitment to the subject.

Breadth of Study

Key Stage 1	Key Stage 2
<ul style="list-style-type: none">• Use experiences and ideas as the inspiration for artwork.• Share ideas using drawing, painting and sculpture.• Explore a variety of techniques.• Learn about the work of a range of artists, artisans and designers.	<ul style="list-style-type: none">• Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.• Develop and share ideas in a sketchbook and in finished products.• Improve mastery of techniques.• Learn about the great artists, architects and designers in history.

Threshold Concepts

- **Develop ideas**
This concept involves understanding how ideas develop through an artistic process.
- **Master techniques** (*Painting, Collage, Sculpture, Drawing, Print, Textiles, Digital Media*)
This concept involves developing a skill set so that ideas may be communicated.
- **Take inspiration from the greats**
This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history.