



John Henry Newman Academy Art and Design Curriculum Map

Art and Design Curriculum Map						
	Term 1 & 2		Term 3 & 4		Term 5 & 6	
Encouraging children to engage with art in nursery is a great way to help them engage with lots of important developmental skills. Nursery art skills require children to refine their fine motor skills, develop their creativity and provide opportunities for self-expression. Outlined below are some statements that children to achieve by the end of their time in nursery.						
Nursery	Expressive Arts and Design - Explore materials freely Develop their own ideas - Join different materials - Explore different textures - Create closed shapes with continuous lines - Drawing with increasing complexity and detail - Use drawing to represent movement and sound - Show different emotions in their drawing - Explore colour and colour mixing			Physical Development - Paint and Mark Making - Using one-handed tools - Comfortable grip-focusing on holding pens and pencils		
	In Term 1 nursery children explore the theme of traditional tales creating lots of artwork about fictional characters, using different media to also explore autumn using outdoor learning and vegetables to print paint.	In Term 2 nursery explore celebrations identifying key festivals and cultural events. Whilst also identifying features of winter, looking at light and dark and looking at birthdays and weddings.	In Term 3, the nursery children identify all the people who help us, marking-making and exploring how people have different roles and creating different artwork about who they want to be when they grow up.	In Term 4, nursery explore new beginnings through learning about life cycles and creating artwork based around the Hungry Caterpillar.	In Term 5, nursery explore all things jungle looking at rainforest animals, habitats and different weather. The children enjoy creating life-size jungle animals for their nursery display during this term	InTerm 6, nursery identify different minibeasts and explore how they thrive in summer. Through this topic the children can access a variety of media to make their own minibeast pictures and artwork.



John Henry Newman Academy Art and Design Curriculum Map

Expressive arts and design is one of the seven areas of the early years foundation stage and is used to develop a child's imagination, creativity and their ability to use media and materials. Children do this in a range of ways including singing songs and making music, dancing, playing with colours, textures and design, below are statements that the children aim to achieve by the end of their time in reception.						
Reception	Expressive Arts and Design			Physical Development		
	- Explore, use and refine a variety of artistic effects to express their ideas and feelings - Return to and build their previous learning			- Develop motor skills to use tools competently and confidently - Use core muscle strength to be able to sit at a table to achieve good balance		
	In Term 1 reception complete art based around the topic 'ourselves' where they can explore the arts on topics about their bodies, families and communities.	In Term 2 reception complete art based around the topic 'Celebrations'. The children discover different cultural events such as Christmas, features of winter, bonfire safety and light and dark.	In Term 3 reception complete art based around the topic 'All around the world'. Through this topic the children use the arts to learn about people, food, animals and homes around the world.	In Term 4 reception learn about the topic 'Growth and New Life'. Where the children investigate the life cycle of animals, plants and growing.	In Term 5 reception explore topics based around 'Land, sea and air'. The children identify different sea creatures and explore sea life, transport, maps and pirates.	In Term 6 reception explore the topic 'Fun in the sun'. The children explore sun safety, sports, holiday, travel, climates and packing.
Year 1	Painting and Collage Colour Chaos Artists: Piet Mondrian		Sculpture and Drawing Let's Sculpt Artists: Marc Quinn, Michelle Reader, Barbar Hepworth, Jill Townsley , Brendan Jamison, Eva Rothschild		Print and Textiles Landscapes and Cityscapes Artists: Monet	
Year 2	Painting and Collage Portraits Artists: Picasso		Sculpture and Drawing Nature Sculptures Artists: Joan Miro Andy Goldsworthy		Print and Textiles Animal Print Textiles and Printing Artist: Gustav Klimt	
Year 3	Sculpture and Drawing Drawing Sketching Skills- Death Masks Sculpture with Clay- Canopic Jars and Nocturnal Animals		Print and Textiles European Art and Artists Print and collage		Painting and Collage Insects	



John Henry Newman Academy Art and Design Curriculum Map

	Artists- Kahlo,	Artists- Salvador Dali, Sonia Boyce	Artists- Carvaggio Monet
Year 4	Sculpture and Drawing Sketching Skills- Self Portraits Sculpting- Bodies Artists:	Print and Textiles Fruit and Veg- Develop Skills in stitching, cutting and joining Make printing blocks Artists:	Painting and Collage British Art Artists: Vivienne Westwood
Year 5	Print and Textiles Printing on Material and Making/Sewing pencil Cases	Painting and Collage Hope and Dreams Painting with Watercolours showing a Mood Celebrity Collages	Sculpture and Drawing Still Life Drawing
Year 6	Print and Textiles William Morris Blocking Printing Resources: Lino Blocks Artist: William Morris	Painting and Collage Alice and Wonderland Collage Artists: Derek Gore	Sculpture and Drawing Drawing Techniques Observational Drawing Wired Sculptures Artists: Sothersby, Giacometti

Art and Design Milestones			
	Term 1 & 2	Term 3 & 4	Term 5 & 6
Nursery	Birth to 3 - Notice patterns with strong contrasts and be attracted by patterns resembling the human face. - Start to make marks intentionally.		



John Henry Newman Academy Art and Design Curriculum Map

	• Explore paint, using fingers and other parts of their bodies as well as brushes and other tools. • Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make. Three to 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.
Reception	• Explore, use and refine a variety of artistic effects to express their 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 skill • Watch and talk about dance and performance art, expressing their feelings and responses. • Explore colour and colour-mixing • 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, like happiness, sadness, fear, etc. 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.



John Henry Newman Academy Art and Design Curriculum Map

KS1:	<u>PAINTING & COLLAGE</u>	<u>SCULPTURE & DRAWING</u>	<u>PRINT & TEXTILES</u>
Year 1 Year 2	Painting Milestone 1: • Use thick and thin brushes. • Mix primary colours to make secondary. • Add white to colours to make tints and black to colours to make tones. • Create colour wheels. Collage Milestone 1: • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture.	Sculpture Milestone 1: • Use a combination of shapes. • Include lines and texture. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving. Drawing Milestone 1: • Draw lines of different sizes and thickness. • Colour (own work) neatly following the lines. • Show pattern and texture by adding dots and lines. • Show different tones by using coloured pencils.	Print Milestone 1: • Use repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers). • Use objects to create prints (e.g. fruit, vegetables or sponges). • Press, roll, rub and stamp to make prints. Textiles Milestone 1: • Use weaving to create a pattern. • Join materials using glue and/or a stitch. • Use plaiting. • Use dip dye techniques.



John Henry Newman Academy Art and Design Curriculum Map

LKS2: Year 3 Year 4	<u>SCULPTURE & DRAWING</u> Sculpture Milestone 2: • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Include texture that conveys feelings, expression or movement. • Use clay and other moldable materials. • Add materials to provide interesting detail. Drawing Milestone 2: • Use different hardnesses of pencils to show line, tone and texture. • Annotate sketches to explain and elaborate ideas. • Sketch lightly (no need to use a rubber to correct mistakes). • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture.	<u>PRINT & TEXTILES</u> Print Milestone 2: • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Make printing blocks (e.g. from coiled string glued to a block). • Make precise repeating patterns. Textiles Milestone 2: Shape and stitch materials. • Use basic cross stitch and back stitch. • Colour fabric. • Create weavings. • Quilt, pad and gather fabric.	<u>PAINTING & COLLAGE</u> Painting Milestone 2: • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Use watercolour paint to produce washes for backgrounds then add detail. • Experiment with creating mood with colour. Collage Milestone 2: • Select and arrange materials for a striking effect. • Ensure work is precise. • Use coiling, overlapping, tessellation, mosaic and montage.
---	--	---	---



John Henry Newman Academy Art and Design Curriculum Map

UPKS2: Year 5 Year 6	Print and Textiles Print Milestone 3 • Build up layers of colours. • Create an accurate pattern, showing fine detail. • Use a range of visual elements to reflect the purpose of the work. Textiles Milestone 3: • Show precision in techniques. • Choose from a range of stitching techniques. • Combine previously learned techniques to create pieces.	PAINTING & COLLAGE Painting Milestone 3: • Sketch (lightly) before painting to combine line and colour. • Create a colour palette based upon colours observed in the natural or built world. • Use the qualities of watercolour and acrylic paints to create visually interesting pieces. • Combine colours, tones and tints to enhance the mood of a piece. • Use brush techniques and the qualities of paint to create texture. • Develop a personal style of painting, drawing upon ideas from other artists. Collage Milestone 3: • Mix textures (rough and smooth, plain and patterned). • Combine visual and tactile qualities. • Use ceramic mosaic materials and techniques.	Sculpture and Drawing Sculpture Milestone 3: • Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. • Use tools to carve and add shapes, texture and pattern. • Combine visual and tactile qualities. • Use frameworks (such as wire or moulds) to provide stability and form. Drawing Milestone 3: • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). • Use a choice of techniques to depict movement, perspective, shadows and reflection. • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). • Use lines to represent movement
--	---	---	--



John Henry Newman Academy Art and Design Curriculum Map

Digital Media To be taught across the year and implemented into IT lessons.	Milestone 1 KS1: • Use a wide range of tools to create different textures, lines, tones, colours and shapes.	Milestone 2 LKS2: • Create images, video and sound recordings and explain why they were created.	Milestone 3 UKS2: • Enhance digital media by editing (including sound, video, animation, still images and installations).
Take Inspiration from the Greats To be implemented into planning across the three milestones: KS1, LKS2 and UKS2.	Milestone 1 KS1: • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.	Milestone 2 LKS2: • Replicate some of the techniques used by notable artists, artisans and designers • Create original pieces that are influenced by studies of others.	Milestone 3 UKS2: • Give details (including own sketches) about the style of some notable artists, artisans and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles.