

KS1 Art & Design (Subject Content) – 2 Year Rolling Programme

Personal success for every pupil in a happy, stimulating and caring environment.

Our art and design curriculum seeks to engage, inspire and challenge our pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, we encourage them to think critically and develop a rigorous understanding of art and design, encouraging them to critically evaluate their own work and that of others. We recognise the cultural importance of art and design. Both key stages develop art and design across the curriculum, particularly when studying history and geography.
Medium term planning identifies differentiation across year groups.

Year	Autumn	Spring	Summer
A Art 2016/17 2018/19	<p>Drawings. Observational, including self portraits. Careful colouring, showing tone. Use photographs of relatives (as available) to create a simple, illustrated family tree (history).</p> <p>Sketching Skills Sketch artefacts (history); physical features (geography)</p> <p>Colour Use colour wheels and circles to investigate colour. Investigate an abstract artist who used colourful, simplified forms, eg Piet Mondrian (1872-1944); Kandinsky (1866-1944)</p> <p>Design Investigate images which create an effective Christmas card design. Use investigation to design a Christmas card. Use the abstract study to design an annual calendar (1 picture) as a Christmas gift. Investigate the work of artists/designers (common genre, linked to history study) to design a class monthly calendar with cover.</p>	<p>Sketching skills Observational drawing: artefacts and physical features linked to history/geography studies.</p> <p>Artists Investigate an artist's use of colour and application of paint, eg Van Gogh (1853 – 1890) Use this investigation to design and paint, mixing colours and using thick and thin brushes, an effective Mothers Day card based on the artist's work.</p> <p>Pattern: Investigate symmetry/2-D shapes, inc simple tessellation (maths) to design an effective Easter card</p> <p>Artists: Investigate and compare the work of two artists across a common theme/significant individuals (linked to the history study). Describe differences and explain preferences. Create an original piece of work based on preferred artist.</p>	<p>Sketching skills Sketch artefacts (history); physical features (geography).</p> <p>Design. Investigate designs linked to the history/geography topic, eg advertising posters: toys, resorts, shops, travel, products. Use investigation to design a Fathers Day card.</p> <p>Pattern and Texture (science) Design a collage linked to the history/geography study. Sort and arrange (with developing precision) cut/torn materials for a striking effect. Develop through coiling, overlapping, tessellation, mosaic and montage.</p> <p>Design Select an artist/designer from Year A to inspire a book mark for holiday reading. Explain choice.</p>

KS1 Art & Design (Subject Content) – 2 Year Rolling Programme

Personal success for every pupil in a happy, stimulating and caring environment.

Year	Autumn	Spring	Summer
<p>B</p> <p>Art</p> <p>2017/18</p> <p>2019/20</p>	<p>Drawings Observational, including self portraits. Careful colouring, showing tone. Use photographs of relatives to create a simple, illustrated family tree (history).</p> <p>Sketching Skills: select grade of pencil Sketch artefacts (history); physical features (geography); animals (science)</p> <p>Colour and Artists Use colour wheels and circles to investigate colour. Experiment with colour mixing: Water (geography); Investigate two artists who paint/ed water, including reflection; eg Turner 1775 - 1851; Monet (1840 - 1926); Hockney (b. 1937) Describe differences and explain preferences. Create an original piece of work based on preferred artist.</p> <p>Design Use the water/reflection study to design an annual calendar (1 picture) as a Christmas gift. Investigate images which create an effective Christmas card design. Use investigation to design a Christmas card. Sketch images linked to history study: create a class monthly calendar with cover.</p>	<p>Sketching, Drawing and Pattern; Artist: Investigate the work of Matisse (1869 - 1954): mixture of overlapping geometric and biomorphic: rounded and irregular shapes and cut outs (maths and fine motor skills). Use this investigation to design an effective Mothers Day card (select shape and colour for striking effect) based on the artist's work.</p> <p>Sketching: select grade of pencil, Drawings and Paintings Use digital photography, aerial photography, historic photos and, when possible, field research to sketch local images: in and around school; village: buildings; garden and common flowering plants, including trees (history/geography/science).</p> <p>Pattern: Investigate shape and pattern in the local area, including St Mary's Church, (RE) Use this investigation to design an effective Easter card</p> <p>Use drawing, painting and mixed media to create individual and larger group scenes from local area</p>	<p>3-D Investigate shape, form and texture in everyday materials (science, eco) to create 3-D form, eg Whatever the Weather Hat/Sculpture Bitesize: BBC.co.education/KS1 (science/English) Create fairy creatures/animals/characters from pipe cleaners BBC, as above (English: instructions and stories) Design a simple 3-D (pop up) Fathers Day card</p> <p>Pattern: Use plaiting and weaving to join materials (science)</p> <p>Artist Investigate an artist linked to history study/geography focus. Create an original piece of work based on this artist. Identify the techniques/style used by this artist. Use this knowledge to evaluate original work.</p> <p>Design Select an artist/designer from Year B to inspire a book mark for holiday reading. Explain choice.</p>

KS1 Art & Design (Subject Content) - 2 Year Rolling Programme

Personal success for every pupil in a happy, stimulating and caring environment.