

Bowesfield Primary School Art Curriculum Overview



Year 1 / 2 Cycle A	Painting and Mixed Media Mix primary colours make secondary colours. Apply paint consistently to their printing materials to achieve a print. Mix five different shades of a secondary colour. Mix secondary colours with confidence to paint a plate. Describe their finished plates	Drawing - Exploring line and shape Use and recognise different types of lines when drawing shapes. Talk about what they like or dislike in a piece of artwork. Use shapes to draw a face. Use different pressures to make a colour lighter or darker. Choose lines and shapes inspired by Brianna McCarthy's artwork.	Sculpture and 3D: Clay houses Flatten and smooth their clay, rolling shapes successfully and making a range of marks in their clay. Make a basic pinch pot and join at least one clay shape onto the side using the scoring and slipping technique. Join clay shapes and make marks in the tile surface to create a pattern. Create a clay house tile that has recognisable features made by both impressing objects into the surface and by joining simple shapes.
Year 1 / 2 Cycle B	Craft it out - Map it out Draw a map of a familiar journey Develop a drawing into 3D artwork. Cut, layer and arrange shapes to make an abstract composition. Evaluate artwork	Drawing - understanding tone and texture Explore drawing techniques using a range of materials Explore and describe texture through touch and rubbings. Develop tonal shading skills using control and pressure Develop an initial sketch for an observational drawing. Use tone and texture to create an observational drawing.	Painting and mixed media – life in colour Use Fishing boats by Vincent Van Gough to explore adding textures Children mix colours to create a colour for the sea and sky Create a seaside landscape

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Year 3 / 4 Cycle A	Drawing – Exploring tone, texture and proportion Create a three-dimensional effect by using contrasting tones to show light and dark. Combine lines and marks to represent different textures. Compare the sizes of different objects to draw them in proportion. Represent the size of one object relative to another. Show texture in the collage. Use the impasto technique to create textured effects	Painting and Mixed Media Describe the difference between a tint and a shade. Mix tints and shades by adding black or white paint. Use tints and shades to paint an object in 3D. Produce a clear sketch that reflects the arrangement of their objects. Create a final painting that shows an understanding of how colour can be used to show light and dark and therefore show three dimensions. Paint with care and control to make a still life with recognisable objects	Craft and design Create drawings that replicate a selected image. Select imagery and colours to Create a mood board with a defined theme and colour palette. Create a pattern using their drawing, taking inspiration from mood boards and initial research to develop it. Understand the work of William Morris, using subject vocabulary to describe his work and style. Understand different methods of creating printed fabric in creative industries. Produce ideas to illustrate products using their designs.
Year 3 / 4 Cycle B	Painting and Mixed Media Know the process of making art in prehistory was to tell stories and record history and early man created art to communicate. now the earth colours that prehistoric people painted with were- red, yellow, umber pigments, black (coal from the fire), burnt bones (black bone) and white. Use charcoal to create different textures.	Craft and Design Choose and use tools and materials confidently. Begin to experiment with drawing techniques. Create a selection of sketches that show idea exploration. Produce a final design with a clear purpose – Ancient Egyptian art and scrolls Discuss and evaluate the process and outcome of their work. Use colours and materials appropriately, showing an understanding of effective composition. Have a clear idea of the subject of their zine, including a range of images and information.	Drawing Develop shading skills and use them to blend tones. Use careful observation for adding detail to drawings. Use line, shape and tone in an imaginative drawing. Explore digital media techniques to develop drawings Understand how art can be made in different ways

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Year 5	Architecture Draw a picture from observation in detail. Use the cropping method. Create a clear print and evaluate my work. Discuss Hundertwasser's work and reimagine buildings in this style. Design a monument to symbolize a person or event.	Drawing: depth emotion and movement Understand how artists use mark making and shading to create depth and communicate emotion. Apply an understanding of composition to plan a print Develop drawn ideas through printmaking.	Painting and mixed media- Portraits Combine materials for effect. Identify the features of self-portraits Develop ideas towards an outcome by experimenting with materials and techniques. Apply knowledge and skills to create a mixed media self-portrait
Year 6	Drawing Explore how street artists use art to convey messages and provoke thought. Design a street-art-inspired piece using a brief. Create a street-art-inspired piece that conveys a message using perspective, scale and proportion	Painting and mixed media Understand how to analyse and find meanings in a painting. Apply interpretation skills to analyse and respond to an abstract painting. Demonstrate an understanding of painting techniques to make personal choices.	Sculpture and 3D Use creative experience to develop ideas and plan a sculpture. Apply an understanding of materials and techniques to work in 3D. Problem solve, evaluate and refine artwork to achieve a chosen outcome.