



Art Scheme of Work

Breadth taken from NC Programme of Study and Subject Content

National Curriculum KS1

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.

KS2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

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.

Breadth Cycle at Richard Durning's

Cycle 1	Skills	Artists
Y1/2	<p>Through discrete art lessons and through art linked to their topic:</p> <p>To use a range of materials creatively to design and make products (Examples to select from: paint, pencils, charcoal/pastel, clay)</p> <p>To develop a range of techniques in colour, pattern, texture, line, shape, form and space.</p>	<p>Monet</p> <p>James Bartholomew</p> <p>Amanda Hoskin</p>

	<p>To show a response to a starting point / idea.</p> <p>Describe the differences and similarities between a range of artists, craft makers and designers. Make links to their own work.</p>	
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Y3/4	<p>Through discrete art lessons and through art linked to their topic:</p> <p>To experiment with a range of materials to communicate ideas. (Examples to select from: paint, pencils, charcoal/pastel, clay)</p> <p>To further develop a range of techniques in colour, pattern, texture, line, shape, form and space.</p> <p>To develop ideas from starting point and understand how these develop through an artistic process.</p> <p>Replicate some of the techniques used by notable artists, architects and designers.</p>	<p>Kandinsky</p> <p>Beatrix Potter</p> <p>Andy Goldsworthy</p>
Y5/6	<p>Through discrete art lessons and through art linked to their topic:</p> <p>To use prior knowledge to experiment with a range of materials to communicate ideas and develop a personal style. (Examples to select from: paint, pencils, charcoal/pastel, clay)</p> <p>To fluently use a range of techniques in colour, pattern, texture, line, shape, form and space.</p> <p>To develop and imaginatively extend ideas from starting points and understand how these develop through an artistic process.</p> <p>Create original pieces that are influenced by notable artists, architects and designers.</p> <p>Give details about the style of some notable artists, architects and designers.</p>	<p>Frida Kahlo</p> <p>Hokusai</p> <p>Banksy</p>
Cycle 2		
Y1/2	<p>Through discrete art lessons and through art linked to their topic:</p>	<p>Georges Seurat</p> <p>Christopher Wren</p> <p>Anthony Gormley</p>

	<p>To use a range of materials creatively to design and make products (Examples to select from: paint, pencils, charcoal/pastel, clay)</p> <p>To develop a range of techniques in colour, pattern, texture, line, shape, form and space.</p> <p>To show a response to a starting point / idea.</p> <p>Describe the differences and similarities between a range of artists, craft makers and designers. Make links to their own work.</p>	
Y3/4	<p>Through discrete art lessons and through art linked to their topic:</p> <p>To experiment with a range of materials to communicate ideas. (Examples to select from: paint, pencils, charcoal/pastel, clay)</p> <p>To further develop a range of techniques in colour, pattern, texture, line, shape, form and space.</p> <p>To develop ideas from starting point and understand how these develop through an artistic process.</p> <p>Replicate some of the techniques used by notable artists, architects and designers.</p>	<p>Paul Klee</p> <p>David Hockney</p> <p>Andy Warhol</p>
Y5/6	<p>Through discrete art lessons and through art linked to their topic:</p> <p>To use prior knowledge to experiment with a range of materials to communicate ideas and develop a personal style. (Examples to select from: paint, pencils, charcoal/pastel, clay)</p> <p>To fluently use a range of techniques in colour, pattern, texture, line, shape, form and space.</p> <p>To develop and imaginatively extend ideas from starting points and understand how these develop through an artistic process.</p> <p>Create original pieces that are influenced by notable artists, architects and designers.</p> <p>Give details about the style of some notable artists, architects and designers.</p>	<p>L.S Lowry</p> <p>William Morris</p> <p>Oenone Hammersly</p>

Threshold Concepts to show progression

- Using a range of materials
- Art and design techniques
- Taking inspiration from the greats

Using a range of materials

Milestone 1 Years 1 and 2	Milestone 2 Years 3 and 4	Milestone 3 Years 5 and 6
To use a range of materials creatively to design and make products (Examples to select from: paint, pencils, charcoal/pastel, clay)	To experiment with a range of materials to communicate ideas. (Examples to select from: paint, pencils, charcoal/pastel, clay)	To use prior knowledge to experiment with a range of materials to communicate ideas and develop a personal style. (Examples to select from: paint, pencils, charcoal/pastel, clay)

Art and design techniques

Milestone 1 Years 1 and 2	Milestone 2 Years 3 and 4	Milestone 3 Years 5 and 6
To develop a range of techniques in colour, pattern, texture, line, shape, form and space. To show a response to a starting point / idea.	To further develop a range of techniques in colour, pattern, texture, line, shape, form and space. To develop ideas from starting point and understand how these develop through an artistic process.	To fluently use a range of techniques in colour, pattern, texture, line, shape, form and space. To develop and imaginatively extend ideas from starting points and understand how these develop through an artistic process.

Taking inspiration from the greats

Milestone 1 Years 1 and 2	Milestone 2 Years 3 and 4	Milestone 3 Years 5 and 6
Describe the differences and similarities between a range of artists, craft makers and designers. Make links to their own work.	Replicate some of the techniques used by notable artists, architects and designers.	Create original pieces that are influenced by notable artists, architects and designers. Give details about the style of some notable artists, architects and designers.

