



# Art Curriculum Overview

Silverdale St John's CE Primary School



2023/2024 2025/2026	Autumn - How Does It Work?	Spring - Watery Worlds	Summer - The Great Outdoors
Curlews Year R/1	DIGITAL MEDIA	PAINTING AND PRINTING	DRAWING AND PAINTING /COLLAGE
Bitterns Year 2/3	DIGITAL MEDIA	PAINTING AND PRINTING	DRAWING AND PAINTING/COLLAGE
Harriers Year 4/5/6	DIGITAL MEDIA	PAINTING AND PRINTING	DRAWING AND PAINTING/COLLAGE
2022/2023 2024/2025	Autumn - Happy, Healthy Me!	Spring - Time Travel	Summer - Here, There & Everywhere
Curlews Year R/1	DRAWING AND PAINTING PORTRAITS USING A RANGE OF MEDIA	3D ART	COLLAGE AND TEXTILES
Bitterns Year 2/3	DRAWING AND PAINTING PORTRAITS USING A RANGE OF MEDIA	3D ART	COLLAGE AND TEXTILES
Harriers Year 4/5/6	DRAWING AND PAINTING PORTRAITS USING A RANGE OF MEDIA	3D ART	COLLAGE AND TEXTILES

# Art and Design - Year A

2023/2024 2025/2026	Autumn - How Does It Work?	Spring - Watery Worlds	Summer - The Great Outdoors
<b>Curlews Year R/1</b>	<b>DIGITAL MEDIA</b>	<b>PAINTING AND PRINTING</b>	<b>DRAWING AND PAINTING /COLLAGE</b>
<b>NC Links</b>	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.	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	to use a range of materials creatively to design and make products to use drawing and painting 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
<b>Topic outcomes</b>	Children can explore ideas using digital sources (Purple Mash EYFS unit – Expressive Arts). use a simple graphics package to create images and effects with: - lines by changing the size of brushes in response to ideas; - shapes using eraser, shape and fill tools; and - colours and texture using simple filters to manipulate and create images. use basic selection and cropping tools.	Children can print with a range of hard and soft materials. make simple marks on rollers and printing palettes. take simple prints (mono-printing). roll printing ink over found objects to create patterns (stencils). build repeating patterns and recognise pattern in the environment. create simple printing blocks with press print. design more repetitive patterns. experiment with overprinting motifs and colour. make rubbings to collect textures and patterns.	Children can use a variety of tools and techniques including different brush sizes and types. mix and match colours to artefacts and objects. work on different scales. create textured paint by adding sand, plaster. create images from a variety of media. arrange and glue materials to different backgrounds. sort and group materials for different purposes e.g. colour texture. fold, crumple, tear and overlap papers.
<b>Bitterns Year 2/3</b>	<b>DIGITAL MEDIA</b>	<b>PAINTING AND PRINTING</b>	<b>DRAWING AND PAINTING/COLLAGE</b>
<b>NC Links</b>	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	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	to create sketch books to record their observations and use them to review and revisit ideas to use a range of materials creatively to design and make products to use drawing and painting 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
<b>Topic outcomes</b>	Children can explore ideas using digital sources (Purple Mash unit 2.6) record and collect visual information using digital cameras, video recorders. use a graphics package to create images and effects with: - lines by controlling the brush tool with increased precision. change the type of brush to an appropriate style. create shapes by making selections to cut, duplicate and repeat. experiment with colours and textures by using effects and simple filters to manipulate and create images for a purpose. use selection and cropping tools.	Children can print with a range of selected materials. make marks on rollers and printing palettes. create printing blocks with press print. design and create repeating patterns. print with two colour overlays. create printing blocks using a relief or impressed method. work with paint on a range of scales. ix colours and know which primary colours make secondary colours. use more specific colour language. mix and use tints and shades.	Children can mix and match colours to artefacts and objects. collect, sort, name match colours appropriate for an image. create and arrange shapes appropriately. sort and group materials for different purposes. experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures. use collage as a means of collecting ideas and information and building a visual vocabulary.
<b>Harriers Year 4/5/6</b>	<b>DIGITAL MEDIA</b>	<b>PAINTING AND PRINTING</b>	<b>DRAWING AND PAINTING/COLLAGE</b>
<b>NC Links</b>	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 about great artists, architects and designers in history.	to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	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 to use drawing and painting 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.
<b>Topic outcomes</b>	Children can record, collect and store visual information using digital cameras etc. present recorded visual images using software. use a graphics package to create and manipulate new images. import an image (scanned, retrieved, taken) into a graphics package. understand that a digital image is created by layering. create layered images from original ideas.	Children can print with a range of selected materials. create printing blocks by simplifying an initial journal idea. use relief or impressed method. create prints with three overlays. work into prints with a range of media e.g. pens, colour pens and paints. explore different media and materials and mix appropriate colours. be able to identify and work with complementary and contrasting colours.	Children can carry out preliminary studies, trying out different media and materials and mixing appropriate colours. create imaginative work from a variety of sources (observational drawings of the local landscape). mix and match colours to create atmosphere and light effects. add collage to a painted, printed or drawn background. use a range of media to create collages. use different techniques, colours and textures when designing and making pieces of work. use collage as a means of extending work from initial ideas.

# Art and Design - Year B

2022/2023 2024/2025	Autumn - Happy, Healthy Me!	Spring - Time Travel LINK TO D&T - STRUCTURES	Summer - Here, There and Everywhere LINK TO D&T - TEXTILES
<b>Curlews Year R/1</b>	<b>DRAWING AND PAINTING PORTRAITS USING A RANGE OF MEDIA</b>	<b>3D ART</b>	<b>COLLAGE AND TEXTILES</b>
<b>NC Links</b>	to use drawing and painting 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 to know about the work of a range of artists, describing the differences and similarities between different practices and disciplines, and making links to their own work	to use a range of materials creatively to design and make products to use 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 and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
<b>Topic outcomes</b>	To use drawing to create a self-portrait. To experiment with a variety of media; pencils, crayons, pastels, felt tips. To control the types of marks made with the range of media. To name, match and draw lines/marks from observations. To invent new lines. To identify primary and secondary colours by name. To mix primary shades and tones. To make an abstract portrait mixing colours to create shades and tones.	To manipulate malleable materials in a variety of ways including rolling and kneading. To explore sculpture with a range of malleable media. To manipulate malleable materials for a purpose (simple pot or tile). To experiment with constructing and joining recycled, natural and manmade materials. To use simple 2-D shapes to create a 3-D form. To change the surface of a malleable material (build a textured tile).	To create images from a variety of textiles. To match and sort fabrics and threads for colour, texture, length, size and shape. To cut and shape fabric using scissors/snips. To apply shapes with glue or by stitching. To apply decoration using beads, buttons, feathers etc. To create cords and plaits for decoration. To apply colour with printing, dipping, fabric crayons. To create fabrics by weaving material.
<b>Bitterns Year 2/3</b>	<b>DRAWING AND PAINTING PORTRAITS USING A RANGE OF MEDIA</b>	<b>3D ART</b>	<b>COLLAGE AND TEXTILES</b>
<b>NC Links</b>	to create sketch books to record their observations and use them to review and revisit ideas to use drawing and painting 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, describing the differences and similarities between different practices and disciplines, and making links to their own work	to create sketch books to record their observations and use them to review and revisit ideas to use a range of materials creatively to design and make products to use sculpture to develop and share their ideas, experiences and imagination about great artists, architects and designers in history.	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 and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work
<b>Topic outcomes</b>	Children can make marks and lines with a wide range of drawing implements. To experiment with different grades of pencil and other implements to create lines and marks and explore tone. To mix colours and know which primary colours make secondary colours. To use more specific colour language. To mix and use tints and shades. To experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects.	Children can manipulate malleable materials in a variety of ways including rolling and kneading. manipulate malleable materials for a purpose (simple pot or tile). experiment with constructing and joining recycled, natural and manmade materials. plan, design and make models from observation or imagination. join clay adequately and construct a simple base for extending and modelling other shapes. create surface patterns and textures in a malleable material. use papier mache to create a simple 3D object.	Children can experiment with a range of collage techniques such as overlapping and layering to create images and represent textures. use collage as a means of collecting ideas and information and building a visual vocabulary. use a variety of techniques (printing, dyeing, weaving and stitching) to create different textural effects. create and use dyes i.e. onion skins, tea, coffee. change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting. match the tool to the material. develop skills in stitching, cutting and joining. experiment with paste resist.
<b>Harriers Year 4/5/6</b>	<b>DRAWING AND PAINTING PORTRAITS USING A RANGE OF MEDIA</b>	<b>3D ART</b>	<b>COLLAGE AND TEXTILES</b>
<b>NC Links</b>	to create sketch books to record their observations and use them to review and revisit ideas to use drawing and painting to develop and share their ideas, experiences and imagination to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials to know about the work of a range of artists, describing the differences and similarities between different practices and disciplines, and making links to their own work	to create sketch books to record their observations and use them to review and revisit ideas to use a range of materials creatively to design and make products to use sculpture to develop and share their ideas, experiences and imagination about great artists, architects and designers in history.	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 and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work
<b>Topic outcomes</b>	Children can use dry media to make different marks, lines, patterns and shapes within a drawing. experiment with wet media to make different marks, lines, patterns, textures and shapes. explore colour mixing and blending techniques with coloured pencils. use different techniques for different purposes (shading, hatching) develop their own style using tonal contrast and mixed media. develop a painting from a drawing. try out different media and materials and mix appropriate colours. create imaginative portraits from a variety of sources (observational drawings).	Children can Use shape, form, model and construct from observation or imagination. use recycled, natural and man-made materials to create sculptures. plan a sculpture through drawing and other preparatory work. develop skills in using clay including slabs, coils, slips, etc. produce intricate patterns and textures in a malleable media.	Children can use different techniques, colours and textures etc. when designing and making pieces of work. use collage as a means of extending work from initial ideas. use fabrics to create 3D structures. use different grades of threads and needles. experiment with batik techniques. experiment with a range of media to overlap and layer creating interesting colours and textures and effects.