



Art

“It’s not what you look at that matters, it’s what you see.” Henry David Thoreau

At Caton Primary School, we believe that high-quality Art lessons will inspire children to think innovatively and develop creative procedural understanding. Our Art curriculum provides children with opportunities to develop their skills using a range of media and materials. Children learn the skills of drawing, painting, printing, collage, textiles, 3D work and digital art and are given the opportunity to explore and evaluate different creative ideas. Children will be introduced to a range of works and develop knowledge of the styles and vocabulary used by famous artists, as well as learning about the life of the artist and their influences. The art curriculum builds on previous learning and children get chance to revisit key skills in greater depth each year. In Art, children are expected to be reflective and evaluate their work, thinking about how they can make changes and keep improving. This should be meaningful and continuous throughout the process, with evidence of age-related verbal and written reflection. Children are encouraged to take risks and experiment and then reflect on why some ideas and techniques are successful or not for a particular project. Caton Primary uses the Kapow art scheme to ensure progression of skills and a broad coverage, however, the content is adapted to fit the context and themes that are covered in the school curriculum. Local artists will be invited to come into school and a trip for each key stage will be arranged eg. visits to art galleries and exhibitions with the purpose of inspiring the children.

Purpose and aims of design and technology (NC programmes of study)

The national curriculum for art and design aims to ensure that all pupils:

- Produce creative work, exploring their ideas and recording their experiences
- Become proficient in drawing, painting, sculpture and other art, craft and design techniques
- Evaluate and analyse creative works using the language of art, craft and design
- Know about great artists, craft makers and designers, and understand the historical and cultural development of their art form.

EYFS and Art

Within the EYFS curriculum, this subject is covered in some of the aspects of Characteristics of Effective Learning as well as the specific areas of Creative Arts and Design and the core area of PSED.

Playing and exploring - Plan and think ahead about how they will explore or play with objects, Make independent choices

Active learning - Keep on trying when things are difficult.

Creating and thinking critically - Review their progress as they try to achieve a goal. Check how well they are doing.

Return to and build on their previous learning, refining ideas and developing their ability to represent them.

Create collaboratively, sharing ideas, resources and skills.

Creative Arts and Design - Provide children with regular opportunities to engage in the arts, enabling them to explore and play with a wider range of media and materials. Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on previous learning, refining ideas and their ability to represent them. Create collaboratively, sharing ideas, resources and skills.

Reception / KS1			
KNOWLEDGE and Coverage (Year 1 and Year 2)			
	Autumn	Spring	Summer
Reception	<p>Colour mixing - experimenting with primary colours to match colours they want to represent.</p> <p>Drawing skills - enclosing shapes, adding detail, pencil, paintbrush control and techniques</p> <p>Famous artists - Kara Walker (silhouettes)</p>	<p>Print making, body printing, object printing, monoprinting. Explore pattern</p> <p>Sculpture - clay and salt dough, Natural materials.</p> <p>Famous artists - Andy Goldworthy, Arcimboldo. Visit to art gallery or exhibition to generate inspiration</p>	<p>Weaving - natural materials</p> <p>Mixed Media - collage</p> <p>Portraits of friends</p> <p>Art exhibition - children to choose their best piece to display.</p>
Cycle A	<p>Formal Elements of Art (Y1) Exploring shape, line and colours Mixing secondary colours, abstract art, collaborative art.</p>	<p>Art and Design Skills (Yr 2) Design, drawing, craft, painting, art appreciation, crockery of Clarice Cliff, exploring tone, weaving, clay</p>	<p>Sculpture and Mixed Media - Superheroes (Y2) Roy Litchenstein Sculpture, pop art.</p>
Cycle B	<p>Human form How bodies are portrayed in art Collage, portraits, peg figure and collage</p>	<p>Sculptures - living things Theme of natural world, create sculpture, 3D models inspired by Louise Bourgeois</p>	<p>Landscapes using different media - theme seaside. Experimenting to create texture.</p>

Lower Key Stage 2			
KNOWLEDGE and Coverage (Year 3 and Year 4)			
	Autumn	Spring	Summer
Cycle A	Prehistoric Art: How and why art was created. Making homemade paints, replicating techniques from the past.	Art and Design Skills: - developing design, drawing, craft and painting skills - creating optical illusion, still life, carving soap, painting in style of Cezanne, learning the role of art curator.	Every picture tells a story: creating photo collages and looking at inference and prediction. Photo Editing - linked to Computing
Cycle B	Craft: Creating mood boards, learning to tie-dye, weaving and sewing, create range of effects using fabric.	Sculptures: - Y4 Learning about works of inspirational sculptors, 3D art, working with recycled materials, soap carving.	Art and Design Skills: Creating puppets, drawing from observation, tints and shades, cartoons inspired by Carl Giles.

Upper Key Stage 2			
Knowledge and Coverage (Year 5 and 6)			
	Autumn	Spring	Summer
Cycle A	Photography: Composition, colour, light, abstract image, underlying messages, capturing images in different ways	Art with a message: make my voice heard - Pablo Picasso, Kathe Kollwitz, graffiti, drawing, painting and sculpture.	Design for a purpose: Design to a given criteria, developing design ideas, coat of arms (link to history)
Cycle B	Art and Design Skills: (y5) Developing appreciation skills, creating an invention, observational drawing, using a poem to create a portrait.	Architecture: Drawing from observation, creating prints, different perspectives, role of an architect (link to computing)	Still Life: Creating variety of still life pieces influenced by different artists, using range of mediums.

