

# Curriculum Plan

## Art and Design

*'Spirituality is the bitter-sweet yearning for beauty, truth, love and wonder beyond ourselves. It is a longing we pursue together and a treasure we glimpse in ourselves and one another and seek beyond us into eternity. It is life in all its fullness.'*

### **Nebula Spirituality Statement**



EYFS Statutory Framework	Statutory National Curriculum	
EYFS	Key Stage One	Key Stage Two
<p><b>Expressive Arts and Design</b></p> <p>The development of children’s artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe.</p> <p><b>ELG: Creating with Materials</b></p> <ul style="list-style-type: none"> <li>• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function</li> <li>• Share their creations, explaining the process they have used</li> <li>• Make use of props and materials when role playing characters in narratives and stories</li> </ul>	<ul style="list-style-type: none"> <li>• Use a range of materials creatively to design and make products</li> <li>• Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> <li>• Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</li> <li>• Learn 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</li> </ul>	<ul style="list-style-type: none"> <li>• Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of art, craft and design.</li> <li>• Create sketch books to record their observations and use them to review and revisit ideas</li> <li>• Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</li> <li>• Learn about great artists, architects and designers in history</li> </ul>

	Class 1 (Reception, Year 1 and Year 2)		
EYFS/NC Objectives	<ul style="list-style-type: none"> <li>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function</li> <li>Share their creations, explaining the process they have used</li> <li>Make use of props and materials when role playing characters in narratives and stories</li> </ul>		
Year A	<u><b>Textiles – PE Shirt</b></u>  Outcome: Design a new school PE t-shirt	<u><b>Collage – Musical Instruments</b></u>  Artist: Pablo Picasso  Outcome: Create a collage of a musical instrument in a similar style to Picasso's 'Musical Instruments' series	<u><b>Painting – Van Gogh's Sunflowers</b></u>  Artist: Vincent van Gogh  Outcome: Paint a picture of a vase of flowers similar in style to Vincent van Gogh
Year B 2023 – 2024	<u><b>3d Art – Andy Goldsworthy</b></u>  Artist: Andy Goldsworthy  Outcome: Create a sculpture using natural materials	<u><b>Printing – Pop Art</b></u>  Artist: Andy Warhol  Outcome: Create a simple print of a toy in the style of Andy Warhol	<u><b>Drawing – Beach Landscapes</b></u>  Outcome: Draw a beach scene from sight during a visit to the coast
Year C	<u><b>3d Art – Junk Modelling</b></u>  Outcome: Create a rocket using a range of recycled materials	<u><b>Painting – Jungle Landscapes</b></u>  Artist: Henry Rousseau  Outcome: Create a jungle scene in the style of Henry Rousseau	<u><b>Drawing – Observational</b></u>  Outcome: Create wildlife drawings using a range of observational skills

Class 2 (Year 3, Year 4 and Year 5)			
NC Objectives	<ul style="list-style-type: none"> <li>Use a range of materials creatively to design and make products</li> <li>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> <li>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</li> <li>Learn 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</li> </ul>		
Year A	<b><u>Drawing – Building Design</u></b>  Architects: Christopher Wren, Gaudi, Frank Gehry  Outcome: Design a building for a particular purpose, inspired by cities around the world	<b><u>3d Art – Roman Coins and Mosaic Tiles</u></b>  Era: Ancient Romans  Outcome: Create a mosaic tile and Roman coin design	<b><u>Collage – Galaxy Landscape</u></b>  Artist: Shawn Marie Hardy  Outcome: Create a unique space picture in the style of Shawn Marie Hardy
Year B 2023 – 2024	<b><u>Painting – Egyptian Tomb Art</u></b>  Era: Ancient Egypt  Outcome: Egyptian Frieze depicting people and Gods	<b><u>Textiles – Aztec Weaving</u></b>  Era: Ancient Aztecs  Outcome: Use weaving to create a wall-hanging weave, similar in style to the Ancient Aztecs	<b><u>Printing – Victorian Wallpaper</u></b>  Artist: William Morris  Outcome: Create a wallpaper design using a repeated pattern in the style of William Morris
Year C	<b><u>Drawing – Cave Art Animals</u></b>  Era: Stone Age  Outcome: Create a charcoal drawing of an animal in the stone age style	<b><u>3d Art – Saxon Shields</u></b>  Era: Anglo-Saxon  Outcome: Create a shield in the style of the Anglo Saxon warriors	<b><u>Painting – Norwich Landscapes</u></b>  Artist: John Sell Cotman  Outcome: Create a painting of a Norwich scene using the skills of the Norwich Painters

	Class 3 (Year 6)		
NC Objectives	<ul style="list-style-type: none"> <li>Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of art, craft and design.</li> <li>Create sketch books to record their observations and use them to review and revisit ideas</li> <li>Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</li> <li>Learn about great artists, architects and designers in history</li> </ul>		
Year A 2022 – 2023	<u><b>Drawing – People During WWII</b></u>  Artist: Henry Moore  Outcome: Create WWII-themed scenes of people in the style of Henry Moore	<u><b>Painting – Chinese Landscapes</b></u>  Era: Shang Dynasty  Outcome: Use learned skills to create a landscape in the style of Chinese art	<u><b>3d Art – Clay Sculptures</b></u>  Artist: Neil Dalrymple  Outcome: Create a local bird sculpture similar in style to Dalrymple