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
Expressive Arts and Design 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.	develop and share their ideas, experiences and imagination	 Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of art, craft and design. Create sketch books to record their observations and use them to review and revisit ideas Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials Learn about great artists, architects and designers in history
 ELG: Creating with Materials Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used Make use of props and materials when role playing characters in narratives and stories 	making links to their own work	designers in mistory



	Class 1 (Reception and Year 1)				
EYFS/NC Objectives	 Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used Make use of props and materials when role playing characters in narratives and stories 		 Use a range of mat Use drawing, pain ideas, experiences Develop a wide rar pattern, texture, lii Learn about the designers, describ 	Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 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	
	Textiles – weaving	Printing – Animal print	s and patterns	Painting – Van Gogh's Sunflowers	
Year A 2025-2026	Outcome: Textiles: create a woven basket for a fairy tale character.	Explore media, prints and patterns in sketchbook Outcome: Create an animal picture with animal prints and patterns in the background and a silhouette in the foreground.		Artist: Vincent van Gogh Outcome: Paint a picture of a vase of flowers similar in style to Vincent van Gogh	
7	3D Art – Andy Goldsworthy	Collage – Guiseppe Arc	<u>chimboldo</u>	<u>Drawing – Landscape textures</u>	
Year B 26 – 2027	Artist: Andy Goldsworthy	Artist: Eric Carle / Guise	eppe Archimboldo	Outcome: create a beach scene	
Ye .	Outcome: Create a sculpture using natural materials	Outcome: Create an animal picture using fruit			



	Class 2				
	(Year 2, Year 3 and Year 4)				
NC Objectives	 Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 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 		oks to record their observations and use them to ideas of art and design techniques, including drawing, oture with a range of materials artists, architects and designers in history		
	Painting: waves	<u>Drawing – Building Design</u>	3d Art – Roman Coins and Mosaic Tiles		
Year A 2025-2026	Artist: Hokusai	Architects: Christopher Wren, Zaha Hadid	Era: Ancient Romans		
	Outcome: Create your own wave pictures	Outcome: Design a building for a particular	Outcome: Create a Roman mosaic		
	inspired by what you have learnt from	purpose, inspired by cities around the world			
	Hokusai's style and techniques.				
	Painting : country landscapes	3D art – Egyptian Death Mask	Printing: Pop art animals		
Year B 2026–2027	Artist : David Hockney	Era: Ancient Egypt	Artist: Andy Warhol		
	Outcome: Create a painting of a country landscape using the skills and style of the	Outcome: Create an authentic 3D Egyptian death mask.	Outcome :Create animal prints in the style of Andy Warhol		
	David Hockney.				
	Mixed media portraits	Textiles – Saxon weaving	Drawing - movement		
Year C 2027-2028	<u>Artist : Freida Kahlo</u>	Era: Anglo-Saxon Outcome: Use weaving to create a wall-	Artist: Sally McKay Outcome: Create a cave drawing with		
	Outcome: Use a range of media to create a portrait.	hanging weave, similar in style to the Anglo Saxons.	movement.		

Frettenham Primary School – Curriculum Plan





	Class 3 (Year 5 and 6)				
NC Objectives	 Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of art, craft and design. Create sketch books to record their observations and use them to review and revisit ideas Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials Learn about great artists, architects and designers in history 				
10	<u>Drawing – People During WWII</u>	<u>Collage – galaxy landscape</u>	3D Art – Nature Sculptures		
Year A 2025 – 2026	Artist: Henry Moore Outcome: Create WWII-themed scenes of people in the style of Henry Moore	Artist: Shawn Marie Hardy Outcome: Create a surreal galaxy landscape using collage.	Artist: Yayoi Kusama Outcome: Create a nature sculpture in the style of Yayoi Kusma.		
	<u>Printing – Victorian Wallpaper</u>	Textiles: Batik Art	Painting: Norwich Cityscape		
2026-2027	Artist: William Morris Outcome: Create a wallpaper design using a repeated pattern in the style of William Morris	Artist: Sarkasi Said Outcome: Use wax resist techniques to create a vibrant piece of batik art in the style of Sarkasi Said.	Artist: Claude Monet Outcome: Reimagine a Norwich scene in the impressionist style of Monet.		