

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. 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	• 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 work	• 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

	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 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 work		
Year A 2026 – 2027	<u>3D Art – Andy Goldsworthy</u> Artist: Andy Goldsworthy Outcome: Create a sculpture using natural materials	<u>Collage – Guiseppe Archimboldo</u> Artist: Eric Carle / Guiseppe Archimboldo Outcome: Create an animal picture using fruit	<u>Drawing – Landscape Textures</u> Outcome: Create a beach scene
Year B 2025 – 2026	<u>Textiles – weaving</u> Learn about weaving techniques. Outcome: make a basket for a fairy tale character.	<u>Printing – Animal prints and patterns</u> 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.	<u>Painting – Van Gogh’s Sunflowers</u> Artist: Vincent van Gogh Outcome: Paint a picture of a vase of flowers similar in style to Vincent van Gogh

	Class 2
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	(Year 2 and Year 3)		
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 work		
Year A 2026 – 2027	<u>Painting : waves</u> Artist: Hokusai Outcome: Create your own wave pictures inspired by what you have learnt from Hokusai's style and techniques.	<u>Collage – Buildings</u> Artists: Christopher Wren, Andy Burgess, Zaha Hadid Outcome: Cityscape with collaged background	<u>3d Art – Roman Coins and Mosaic Tiles</u> Movement: Ancient Romans Outcome: Mosaic tile and Roman coin
Year B 2025 – 2026	<u>Painting – Village Signs</u> Artist: Harry Carter Outcome: Design a village sign for Hainford	<u>Printing – Andy Warhol</u> Artist: Andy Warhol Outcome: 4-colour picture of an animal in Andy Warhol's style	<u>Textiles – Weaving</u> Movement: Anglo-Saxons Outcome: Weave a blanket for their home

	Class 3 (Year 4, Year 5 and Year 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		
Year A 2025– 2026	<u>Painting – WW2 Scenes</u> Artist: Wilfred Stanley Haines Outcome: paint a scene from WW2	<u>Collage : mixed media portraits</u> <u>Artist : Freida Kahlo</u> Outcome: Use a range of media to create a portrait.	<u>3D Art – Nature Sculptures</u> Artist: Yayoi Kusama Outcome: Create a nature sculpture in the style of Yayoi Kusma.
Year B 2026– 2027	<u>Painting : country landscapes</u> Artist : David Hockney Outcome : Create a painting of a country landscape using the skills and style of the David Hockney.	<u>3D Art – Greek Pot</u> Movement: Ancient Greece Outcome: Clay pots depicting Ancient Greek scenes	<u>Drawing – Building Design</u> Architects: Gaudi, Zaha Hadid Outcome: Design a building for a particular purpose, inspired by cities around the world
Year C 2027 – 2028	<u>Textiles – Wall Hanging</u> Movement: Medieval Wall Hangings Outcome: Create a themed wall hanging	<u>Printing – Victorian Wallpaper</u> Artist: William Morris Outcome: Create a wallpaper sample with a given theme	<u>Drawing – cave art and movement</u> Artist: Sally McKay Outcome: Create a cave drawing with movement.