

Our Art Learning Journey



Curriculum Intent

At Sandy Lane Primary School we value and encourage children to explore and develop their creativity. We dedicate time and resources to foster and nurture skills, in order that children have the best opportunities to unlock their creative potential.

Where possible we build strong links to other curricular areas to give projects purpose and meaning. We also plan for progression across our phases, to ensure children build on their skills. Children will be given opportunities to develop within a variety of different techniques including drawing, painting and sculpture. Learners will also develop their knowledge of famous artists, designers and craft makers.

All children will be provided with a broad and balanced art curriculum which reflects the equality and diversity policies and practice in schools.

Age Group Development



We are Warriors

Artists- Alexander Calder/ **David Oliveira/ Sophie Cave Sculpture**

Self portraits Wire work, looking at how to manipulate wire and use tools. Making shapes and facial features with wire. **Endouraging Modroc** scu pture.

Year 6 and the Temple of Doom

Amazing Adventures in Other Worlds

Drawing

Artist- Kate Shaw

Drawing mountain landscapes. Using marbling inks to achieve different textures to then make a layered landscape piece. Use of colour work- thinking about warm and cold colours. Use of different painting techniques to achieve textu

In Y5 and 6 children improve their mastery of art and design techniques and widen their knowledge of great artists, architects and designers in history. They make increasing use of their sketchbooks to record their observations and review and revisit



Giants

Artist- Quentin Blake Sculpture

Observational self portraits in the style of different relevant illustrators. Modroc of a giant, linking

with the BFG

Minotaurs, Myths and Mazes

Sculpture

Using plasticine and then clay to make Greek inspired vases, with use of pattern work.

Time Travellers

Weaving-See DT planning

Stone Age art **Drawing**

Drawing with oil pastel and charcoal to create stone age style scene.

Wonderful World

Artist- Henri Rousseau

Observational drawings of leaves, colour mixing work using watercolours. Make 3D rainforest using mixed media.

In Y3 and 4 pupils are taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.



Toy Story

Construction (D+T) Making Toys Observational drawings of toys Creating toys from card to create 3D forms

Artist- Andy Warhol Print making with

different objects like lego and making polystyrene tiles to print from Colour Wheel workmaking secondary Colours. **O**bservational

drawings focusing on shape

Sculpture Igloo Buildina

Use of plasticine and then clay to build a mode igloo (using moulding, joining and finishing techniques).

Once Upon a Time

Textiles

Make own fairytale fabric house (see separate D&T planning)

Roots, Shoots and Muddy Boots Artist- Andy Goldsworthy Printing

Using vegetables to make repeating

patterns. Use natural objects to make patterns in the style of Goldsworthy then use natural objects to print.

Curious Critters Artist- Kandinsky

Painting

Making snail shells inspired by answer different build on colour mixing skills.

In the Early Years, children safely explore a variety of mediums, tools and techniques of their own devising to attempt to tasks / questions.

> **FOUNDATION STAGE**

In Y1 and 2 children use a range of materials to design and make products, through drawing, painting a sculpture. They develop a wide range of techniques and are taught about a artists, craft makers and

designers.

KS1

To Infinity and Beyond Construction - Making rockets-

see separate D+T planning

Artist- Van Gough Drawing

Using pastels to create swirling shapes, similar to 'Starry Night; adding rocket silhouettes linking to Hubble, Bubble, Toil and Trouble Scultpure

Children make clay cauldrons, beginning to use joining, moulding and finishing techniques

Similarities and differences

Artist- Judith Braun

Year A

Using the finger print as a starting point- printing with fingers/ pattern work/ colour mixing/