

	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6	
	HoH Art Curriculum Document	HoH Art Curriculum Document	HoH Art Curriculum Document	HoH Art Curriculum Document	HoH Art Curriculum Document	HoH Art Curriculum Document	
	Year R - Art and Design	Year R - Art and Design	Year R - Art and Design	Year R - Art and Design	Year R - Art and Design	Year R - Art and Design	
Focus	Me and My Family Leonardo Da Vinci	Celebrations			Nature observational artwork Vincent Van Gogh, Ana Tzarev		
Knowledge	<p>Lines and Shapes Can create lines and shapes that more clearly reference a given shape or concept - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 3-fingered grip). - Represent lines and shapes that more clearly reference a given shape or concept - Can identify components of objects such as human anatomy and natural forms and represent these using appropriate shapes.</p> <p>Colour, Tone, Texture Begin to represent different textures of an object using pencils, chalk and charcoal - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 3-fingered grip). - Begin to represent different textures of an object using pencils, chalk and charcoal. - Experiments with mixing different colours based on knowledge of mixing. - Know that some colours can be "light" or "bright" or "dark". - Uses knowledge of mixing and of colour to choose colours to be used in an artwork.</p> <p>Analysing and Evaluating Art Analysing Content and Context (the how, why, what if...) - Discuss the shapes in an artwork and what they are (e.g. circles form the face)</p>	<p>Lines and shapes Know how to hold drawing medium with increasing control, using a consistent grip (full grip 3-fingered grip). - Represent lines and shapes that more clearly reference a given shape or concept - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 3-fingered grip).</p> <p>Colour, Tone and Texture Begin to represent different textures of an object using pencils, chalk and charcoal - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 3-fingered grip). - Begin to represent different textures of an object using pencils, chalk and charcoal. - Experiments with mixing different colours based on knowledge of mixing. - Know that some colours can be "light" or "bright" or "dark". - Uses knowledge of mixing and of colour to choose colours to be used in an artwork.</p> <p>Analysing and Evaluating Art Analysing Content and Context (the how, why, what if...) - Discuss the shapes in an artwork and what they are (e.g. circles form the face)</p>	<p>Lines and shapes Can identify and draw shapes that more clearly reference a given shape or concept - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 3-fingered grip). - Can identify components of objects such as human anatomy and natural forms and represent these using appropriate shapes. - Represent human forms and features using simple shapes from memory or seen.</p> <p>Colour, Tone and Texture Begin to represent different textures of an object using pencils, chalk and charcoal - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 3-fingered grip). - Begin to represent different textures of an object using pencils, chalk and charcoal. - Experiments with mixing different colours based on knowledge of mixing. - Know that some colours can be "light" or "bright" or "dark". - Uses knowledge of mixing and of colour to choose colours to be used in an artwork.</p> <p>Analysing and Evaluating Art Analysing Content and Context (the how, why, what if...) - Discuss the shapes in an artwork and what they are (e.g. circles form the face)</p>	<p>Lines and shapes Begin to represent different textures of an object using pencils, chalk and charcoal - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 3-fingered grip). - Begin to represent different textures of an object using pencils, chalk and charcoal. - Experiments with mixing different colours based on knowledge of mixing. - Know that some points move differently to others. Can make appropriate brush strokes to represent a texture (i.e. for hair). - Experiments with brush strokes based on knowledge of mixing. - Know that when paint is mixed, it will change its colour. - Know that some colours can be "light" or "bright" or "dark". - Uses knowledge of mixing and of colour to choose colours to be used in an artwork.</p> <p>Analysing and Evaluating Art Analysing Content and Context (the how, why, what if...) - Identify colours in an artwork - Discuss the shapes in an artwork and what they are (e.g. circles form the face)</p>			
Application	<p>To draw using a consistent grip with a dominant hand. To draw the 9 pre-writing shapes. To draw a portrait. To draw my family. To draw my house.</p>	<p>To mix colours. To represent different combinations through artistic media To use a range of art materials to create their own artwork Explore, use and refine a variety of artistic effects to express their ideas and feelings</p>		<p>To draw plants and animals using pencils, oil pastels and charcoal To paint plants and animals using poster paint, watercolours and paint sticks.</p>			
Focus	Drawing	Drawing	Printmaking		Collage		
Knowledge							
Application	<p>Explore and control a range of drawing media to make marks Explore a range of different surfaces to make marks on Explore the types of marks made with a range of media Draw from imagination</p> <p>Explore different textures Explore drawing from observation Begin to control the types of marks made with a range of media Explore the types of marks made with a range of media Produce a range of patterns and textures Sketch to make record</p>	<p>Explore different textures Explore drawing from observation Begin to control the types of marks made with a range of media Explore the types of marks made with a range of media Produce a range of patterns and textures Sketch to make record</p>	<p>Take rubbings from textured surfaces, e.g. leaf, coin, tree bark Begin to identify different forms of printing e.g. books, newspapers, fabric, wallpaper</p>	<p>Print pictures with a range of materials e.g. sponge, reels - Begin to explore impressed printing e.g. with Styrofoam Explore relief printing using a range of simple methods Explore relief printing using strong card Develop on impressed image Identify a wider range of printed forms in everyday life and consider how the processes have changed over time</p>	<p>Begin to use sponges and reels to create a range of shapes Use sponges in a controlled way to cut out shapes Develops a range of cutting, tearing and fixing techniques to create a specific picture Fold, crumple, tear and overlap pieces to create an image Develops a range of techniques to create a specific image Has experience of adhesives and decides on most effective for a given task Create an image from a variety of cut out media Arrange and glue materials to different backgrounds</p>		
Focus	Painting	Digital Media	Sculpture (Paper Play)	Sculpture (Paper Play)	Painting	Digital Media	
Knowledge							
Application	<p>Begin to explore and experiment with the primary colours Mix primary colours to create secondary colours Describe the range of colours Describe collections of colours Be able to discuss the colour wheel</p>	<p>Begin to explore digital media to create an image Use a graphics package or app to explore digital image creation Use a graphics package or app to explore digital image creation Record information using digital cameras Use a digital camera to take a specific image portrait/landscape Explore digital tools (e.g. brushes, shape and fill tools, eraser)</p>	<p>Enjoy handling, feeling and manipulating a range of materials Construct using a range of media Cut shapes using scissors and other modelling tools in a safe way</p>	<p>Show an awareness that natural and human made materials can be used to create sculpture Build a construction using a variety of objects from imagination and direct observation Join materials together and apply decorative techniques Replace or add materials to a construction to relate to a 3D model Discuss the different types of buildings in their locality Discuss the work of other sculptors and relate these to their own ideas and designs</p>	<p>Discuss and use warm and cold colour Describe favourite colours and why they may be used for different purposes Talk about why they have selected colours for their artwork Explore a range of paint, brush sizes and tools Begin use a range of paint and discuss why some are more suited to particular painting styles</p>	<p>Begin to explore digital media to create an image Use a graphics package or app to explore digital image creation Have the opportunity to manipulate an image using various digital tools Record information using digital cameras Use a digital camera to take a specific image portrait/landscape Explore digital tools (e.g. brushes, shape and fill tools, eraser)</p>	
Focus	Painting	Digital Media	Sculpture (Paper Play)	Sculpture (Paper Play)	Painting	Digital Media	
Knowledge							
Application							
Focus	Painting	Drawing - Surrealism inspired sketches	Printmaking	Sculpture	Collage	Textiles	
Knowledge							
Application	<p>Use a variety of drawing tools (pencils, charcoal, pastels, pens) with increasing control and confidence. Confidently mix primary colours to create secondary colours. Use lines of different types to add detail and shape. Experiment with different drawing materials and techniques.</p>	<p>Explain that printmaking is about creating multiple copies from a single design. Design and create simple print blocks or surfaces (e.g., using polystyrene tiles, found objects, carved potatoes, vegetables). Use a range of materials to print onto a printing surface using appropriate tools (e.g., rollers, brushes, sponges).</p>	<p>Construct simple 3D forms using techniques like coiling, pinching, rolling, joining, or folding. Build structures that show basic stability and balance.</p>	<p>Identify and use materials with different textures to add interest to their collages. Combine different types of materials to create a cohesive collage. Talk about their own collages, describing their choices and identifying what they like and how they could improve.</p>	<p>Understand the properties of different glue and how these can be used to fix materials together Experiment with a range of collage techniques such as, tearing, overlapping and layering to create different effects Develops experience in embellishing, using more advanced joining techniques Use collage as a means of collecting ideas and information to build a visual brainstrom</p>	<p>Use a range of techniques e.g. printing, dying, weaving and stitching to create different textile effects Begin to apply decorations using beads, buttons etc Show experience in changing and modifying threads and fabrics - knotting, fraying, twisting</p>	
Focus	Painting	Drawing - Surrealism inspired sketches	Printmaking	Sculpture	Collage	Textiles	
Knowledge							
Application	<p>Use different brushes and tools with increasing control to create various lines and textures. Explore a variety of media to create colour (paint, crayon, coloured pencils, textiles, ink, pastels etc) Demonstrate increasing control of the types of marks made to create certain effects</p>	<p>Experiment with a range of soft and hard pencils Discover shadows, light and dark Create initial sketches for painting Explore the process of observational drawings Consider scale and proportion Collect and record visual information (from existing artists works)</p>	<p>Design and create a repeated relief print considering background paper Understand the difference between repeat printing and mono printing Explore the process of mono printing Demonstrate an awareness of printing with multiple colours Use an artists book to explore and develop prints using images where needed Demonstrate an awareness of printing onto fabric and explain the difference to printing onto paper</p>	<p>Consider scale and proportion</p>	<p>Understand the properties of different glue and how these can be used to fix materials together Experiment with a range of collage techniques such as, tearing, overlapping and layering to create different effects Develops experience in embellishing, using more advanced joining techniques Use collage as a means of collecting ideas and information to build a visual brainstrom</p>	<p>Use a range of techniques e.g. printing, dying, weaving and stitching to create different textile effects Begin to apply decorations using beads, buttons etc Show experience in changing and modifying threads and fabrics - knotting, fraying, twisting</p>	
Focus	Painting	Drawing - Surrealism inspired sketches	Printmaking	Sculpture	Collage	Textiles	
Knowledge							
Application							
Focus	Painting	Drawing - Cityscapes	Sculpture - Mosaics				
Knowledge							
Application	<p>Use tone in drawings to achieve depth Use different drawing with different focus points Use different techniques for purpose e.g. different styles of shading Draw for a sustained period of time over a number of sessions Work from a variety of sources including observation and photographs to develop own work Select appropriate media and tools to use Adapt drawings according to evaluations and discuss further developments</p>	<p>Begin to discuss how they are influenced by the work of other artists</p>	<p>Plan, shape, mould and mould constructions from different materials Understand the different adhesives and methods used in construction Create simple mosaics using a range of materials</p>	<p>Demonstrate awareness in environmental sculpture</p>	<p>Use a graphics package or app to create images using different tools and effects with increased precision To have experience of using a green screen to create a digital image Explore the range of photography (rule of thirds, framing a picture, Begin to use digital media to record and evaluate a creative learning journey Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose Produce drawings using 1D (Digital Media)</p>	<p>Develop techniques to create intricate patterns - range of media</p>	
Focus	Painting	Drawing - Cityscapes	Sculpture - Mosaics				
Knowledge							
Application	<p>Work in a sustained and independent way to create an accurate, detailed drawing. Developing key elements of their work (line, tone, pattern, texture) Understand vanishing point and horizon line</p>						
Focus	Drawing - Cityscapes	Drawing - Cityscapes	Printmaking	Printmaking	Photomontage		
Knowledge							
Application	<p>Work in a sustained and independent way to create an accurate, detailed drawing. Developing key elements of their work (line, tone, pattern, texture) Understand vanishing point and horizon line</p>						
Focus	Drawing - Cityscapes	Drawing - Cityscapes	Printmaking	Printmaking	Photomontage		
Knowledge							
Application	<p>Use tone in drawings to achieve depth Use different drawing with different focus points Use different techniques for purpose e.g. different styles of shading Draw for a sustained period of time over a number of sessions Work from a variety of sources including observation and photographs to develop own work Select appropriate media and tools to use Adapt drawings according to evaluations and discuss further developments</p>						
Focus	Year 5 - Art and Design	Year 5 - Art and Design	Year 5 - Art and Design	Year 5 - Art and Design	Year 5 - Art and Design	Year 5 - Art and Design	
Knowledge							
Application	<p>Work in a sustained and independent way to create an accurate, detailed drawing. Developing key elements of their work (line, tone, pattern, texture) Understand vanishing point and horizon line</p>						
Focus	Digital Media - Fairtrade	Digital Media - Fairtrade	Digital Media - Clay	Digital Media - Clay	Painting		
Knowledge							

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Application	<p>Confidently use a graphics package or app to create and manipulate images using a wider range of digital tools</p> <p>Understand that an image can be made up of different layers</p> <p>Create layered images from original ideas</p> <p>Use digital media as a means of extending work from initial ideas</p> <p>Present personal ideas and choices using a range of digital media</p>	<p>Use digital media in order to self evaluate the creative learning journey</p>	<p>Recognise sculptural forms in the environment and use these as inspiration for their own work</p> <p>Adapt work when necessary - taking inspiration from other sculptors</p>	<p>Discuss the work of other sculptors and architects and how these have influenced their own work / designs</p>	<p>Use colours and brushstrokes to create atmosphere, mood and light effects</p>	<p>Discuss and select how colour can be used to express ideas, feelings and mood</p>