



Holy Family Catholic Primary School



Art and Design Termly End Points

KS1

Art Intent



I will be an Artist and create my own art.

KS2

Art Intent



I will be an Artist and create, craft and design my own art.

Intent: Art and Design is an integral part of a child's right to a broad and balanced curriculum. The teaching of Art and Design should build on children's prior learning and provide opportunities to be creative through curricular and cross-curricular topics. Children should develop and extend their creative skills with the opportunity for self-expression and a chance to build their resilience, confidence and critical thinking skills through working independently and collaboratively with others. Children should be introduced to a variety of artists both local and in the wider community to enhance their cultural capital and know about life beyond Stainforth- this enables children to reflect on their own history and heritage while understanding the richness of societies world-wide.

Year	Unit 1	Unit 2	Unit 3
EYFS	<u>Marvellous Marks (Autumn 1)</u> To investigate the marks and patterns made by different textures To explore making marks with felt tips To explore making marks with chalk To explore mark making using pencils To create a simple observational drawing To use a variety of colours and materials to create a self-portrait	<u>Sculpture and 3D (Spring 2)</u> To explore clay and its properties To explore playdough and its properties To create natural 3D landscape pictures using found objects To generate inspiration and conversation about sculpture art and artists. To begin making a 3D clay sculpture using the designs created last lesson To make a 3D clay sculpture using the designs created last lesson	<u>Painting and Mixed Media (Summer 2)</u> To explore paint through finger painting To create natural paintbrushes using found objects To respond to music through the medium of painting To make child-led collages using mixed media To create landscape collages inspired by the work of Megan Coyle To create a large piece of group artwork based around fireworks
1	<u>Drawing: Exploring line and shape (Autumn 1)</u> To explore control and pressure to create different types of lines. To practise drawing different lines using music as a stimulus. To connect lines to create shapes. To explore lines and shapes in pictures for portrait drawing.	<u>Sculpture and 3D: Paper play (Spring 1)</u> To roll paper to make 3D sculptures. To shape paper to make a 3D drawing. To apply paper-shaping skills to make an imaginative sculpture. To work collaboratively to plan and create a sculpture.	<u>Painting: Learning about paint and brush control (Summer 1)</u> To learn how to hold and move a paintbrush in different ways. To explore how different brush sizes create different marks. To develop control when using paint. To learn how to plan a painting.

	To use control and pressure skills to add colour to a drawing.	To explore ways of painting 3D surfaces to create different effects.	To create a painting inspired by Alma Thomas using a plan.
2	<u>Drawing: Understanding tone and texture (Autumn 1)</u> To explore drawing techniques using a range of materials. To explore and describe texture through touch and rubbings. To develop tonal shading skills using control and pressure. To develop an initial sketch for an observational drawing. To use tone and texture to create an observational drawing.	<u>Painting and mixed media: Colour mixing (Spring 1)</u> To explore how primary colours mix to make new colours. To explore mixing primary colours into secondary colours. To create secondary colours for a purpose. To explore how artists use paint to achieve different effects. To apply colour mixing skills to develop a piece of art.	<u>Sculpture and 3D: Clay houses (Summer 1)</u> To use my hands as a tool to shape clay. To shape a pinch pot and join clay shapes as decoration. To use impressing and joining techniques to decorate a clay tile. To use drawing to plan the features of a 3D model. To make a 3D clay tile from a drawn design. Get started
3	<u>Painting and mixed media: Exploring texture with paint and collage (Autumn 1)</u> To explore how colour in art can be used to communicate ideas. To recognise how textured objects can be used to create rubbings. To explore how paint can be used to create texture and pattern. To compose a collage, choosing and arranging materials for effect. To understand how to revisit an artwork and add details to enhance it.	<u>Sculpture & 3D: Abstract shape (Spring 1)</u> To join 2D shapes to make 3D structures. To join materials in different ways when working in 3D. To develop ideas for 3D artwork. To apply knowledge of sculpture when working in 3D. To evaluate and improve an artwork.	<u>Drawing: Developing drawing skills (Summer 1)</u> To recognise how artists use shape in drawing. To develop shading skills and use them to blend tones. To use careful observation for adding detail to drawings. To use line, shape and tone in an imaginative drawing. To explore digital media techniques to develop drawings.
4	<u>Drawing: Exploring tone, texture and proportion (Autumn 1)</u> To draw using tone to create a 3D effect. To explore how combining lines and mark making can show texture and tone in drawings. To understand proportion by observing how it is used in artwork. To understand what is an effective composition in art.	<u>Painting and mixed media: Light and dark (Spring 1)</u> To understand how to mix tints and shades to create changes in tone. To vary tone to give a three-dimensional effect. To experiment with different ways of creating tone using paint. To plan how to arrange objects in a still life composition.	<u>Sculpture and 3D: Mega materials (Summer 1)</u> To develop ideas for 3D work through drawing and visualisation in 2D. To understand how shape and form can be created by carving. To explore how shapes can be formed and joined in wire. To consider the effect of how sculpture is displayed.

	To apply an understanding of texture, tone and proportion in a drawing.	To apply knowledge of tone and painting techniques to create a still life painting.	To choose and join a variety of materials to make sculpture.
5	<u>Sculpture: Interactive installation (Spring 1)</u> To identify and compare features of art installations. To investigate the effect of space and scale when creating 3D art. To problem-solve when constructing 3D artworks. To plan an installation that communicates an idea. To apply their knowledge of installation art and develop ideas into a finished piece.	<u>Drawing: Depth, emotion and movement (Spring 2)</u> To apply an understanding of expressive and gestural lines to capture movement. To understand how lines and marks can communicate emotion. To understand how artists use mark making and shading to create depth. To apply an understanding of composition to plan a print. To develop drawn ideas through printmaking.	<u>Painting and mixed media: Expressive portraits (Summer 1)</u> To explore how artists communicate their identity through self-portraits. To develop ideas that communicate identity in a self-portrait. To explore how colour and brushstrokes can communicate aspects of identity. To explore how monoprinting can be layered with painting to develop a self-portrait. To create a mixed-media self-portrait that communicates identity.
6	<u>Drawing: Expressing ideas (Autumn 1)</u> To explore how street artists use art to convey messages and provoke thought. To understand and apply one-point perspective in a drawing inspired by street art. To understand and use scale and proportion effectively in drawings. To design a street-art-inspired piece using a brief. To create a street-art-inspired piece that conveys a message using perspective, scale and proportion.	<u>Painting and mixed media: World in watercolour (Spring 1)</u> To consider how different artists respond to the natural world in their artwork. To use watercolour techniques to create different effects. To experiment with and apply watercolour in different ways. To select and combine watercolour techniques for different effects. To create a final composition inspired by the natural world.	<u>Sculpture and 3D: Making memories (Summer 1)</u> To analyse how art can explore the concept of self. To explore sculptural techniques. To use creative experience to develop ideas and plan a sculpture. To apply an understanding of materials and techniques to work in 3D. To problem solve, evaluate and refine artwork to achieve a chosen outcome.