

Art Craft and Design curriculum overview: Bushey Heath Primary School EYFS

Expressive Arts and Design Creating with Materials ELG

Children at the expected level of development will: - 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

Art, craft and design Curriculum Overview: Bushey Heath Primary School Year 1

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design curriculum should engage, inspire and challenge pupils, equipping them with the knowledge and skills to participate in experiment with, invent and create their own works of art, craft and design. As pupils progress, they are able to think critically and develop draw lines and more rigorous understanding of art and design. They begin to understand how art and design both reflect and shape our history, can contribute to the culture, creativity and wealth of our nation and inspires personal expression.

	Autumn	Spring	Summer
KNOWLEDGE Key Area of Focus	<ul style="list-style-type: none"> To know details about chosen artist/ craft maker/ designer To begin to know that the names of mark making (shade, soft, hard, charcoal) 	<ul style="list-style-type: none"> To know details about chosen artist/ craft maker/ designer To understand the names of primary colours To begin to understand the concept of secondary colour To begin to use a colour wheel How to mix a range of colour POP ART: <ul style="list-style-type: none"> ANDY WARHOL ROY LICHTENSTEIN PETER BLAKE DAVID HOCKNEY 	<ul style="list-style-type: none"> To know details about chosen Sculptor To begin to know the names of tools used to sculpt using clay/ papier Mache To know that sculpture is three-dimensional art
SKILLS KS1 Priority to ensure children are able to use a range of tools correctly	<ul style="list-style-type: none"> Sketching the human mouth To practise using different pencil soft and hard to draw mouths (human or animal) Drawing: Through experimenting with a range of drawing materials children will: Draw lines and shapes of different thickness and size Create detail, develop pencil control, draw and colour carefully 	<ul style="list-style-type: none"> Through experimenting with a range of painting materials children: To control paint brush in a given line To understand how to mix paint, how to load paint brush To experiment with primary colours to create a given effect Create new colours using primary and secondary colours. Make colours lighter or darker by adding white or black paint 	<ul style="list-style-type: none"> Children use papier mache to create a simple sculpture Children will be able to: Shape and combine different malleable material using techniques to create interesting forms Cut, shape and join materials together to create interesting forms <p>Architecture Day:</p>

	<ul style="list-style-type: none"> • Draw from imagination and observable features • Create lighter and darker tones beginning to show the effect of light and dark 	<ul style="list-style-type: none"> • Select the appropriate brush or painting tool to create different effects • Develop brush control, learn how to paint carefully • Apply an increasing range of brush strokes to create different painting techniques 	Dame Zaha Hadid
Vocabulary	Portrait Still Life Abstract Line Shape Colour Tone Texture Pattern		
CONCEPTS			
Week 1 Inspiration/ Source	<ul style="list-style-type: none"> • To learn about the range of artists, craft makers and designers 	<ul style="list-style-type: none"> • To learn about the range of artists, craft makers and designers 	<ul style="list-style-type: none"> • To learn about the range of artists, craft makers and designers.
Week 2 Research	<ul style="list-style-type: none"> • To research different techniques and skills and to practise and apply 	<ul style="list-style-type: none"> • To research different techniques and skills and to practise and apply 	<ul style="list-style-type: none"> • To research different techniques and skills and to practise and apply
Week 3 Practise and apply Week 4 Practise and apply	<ul style="list-style-type: none"> • To use drawing to develop and share their ideas, experiences and imagination • To practise and experiment using a range of materials creatively • To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 	<ul style="list-style-type: none"> • To use painting to develop and share their ideas, experiences and imagination • To practise and experiment using a range of materials creatively • To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 	<ul style="list-style-type: none"> • To use sculpture to develop and share their ideas, experiences and imagination • To practise and experiment using a range of materials creatively • To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space and imagination
Week 5 Make product	<ul style="list-style-type: none"> • To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> • To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> • To use a range of materials creatively to design, make product
Week 6 Finish and evaluate	<ul style="list-style-type: none"> • To complete product and evaluate, describing the differences and similarities between different practices and disciplines, and making links to their own work. • To express feelings and emotions about their own art and the art of others 	<ul style="list-style-type: none"> • To complete product and evaluate, describing the differences and similarities between different practices and disciplines, and making links to their own work. • To express feelings and emotions about their own art and the art of others 	<ul style="list-style-type: none"> • To complete product and evaluate, describing the differences and similarities between different practices and disciplines, and making links to their own work. • To express feelings and emotions about their own art and the art of others their own work

Art and design Curriculum Overview: Bushey Heath Primary School Year 2

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design curriculum should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment invent and create their own works of art, craft and design. As pupils progress, they are able to think critically and develop a more rigorous understanding of art and design. They begin to understand how art and design both reflect and shape our history, can contribute to the culture, creativity and wealth of our nation.

	Autumn	Spring	Summer
<p>KNOWLEDGE Key Area of Focus</p>	<p>To know details about chosen artist/ craft maker/ designer To begin to know that the names of mark making (shade, soft, hard, charcoal)</p> <p>To practise using different pencil soft and hard to draw nose (human or animal) Drawing: Through experimenting with a range of drawing materials children will:</p>	<p>To know details about chosen artist/ craft maker/ designer To understand the names of secondary colours To begin to understand the concept of tertiary colour To begin to explain their painting using correct terminology – i.e., colour, pattern, texture, line, form, space To understand the relationship between primary and secondary colours on a colour wheel Apply an increasing range of brush strokes to create different painting techniques FAUVISM HENRI MATISSE ANDRE DERAINE</p>	<p>3-d art To know that textiles is a form of Art</p> <p>To use the terminology of pattern and texture when describing their work (3-week unit)</p> <p>To know that print making is a form of art To describe the above using correct language</p> <p>The above 2 units can be done as one, where printed material is joined together – or as two separate, 3 weekly units</p>
<p>SKILLS KS1 Priority to ensure children are able to use a range of tools correctly</p>	<p>Sketching the human EYES To practise using different pencil soft and hard to draw Eyes (human or animal)</p> <ul style="list-style-type: none"> • Draw lines and shapes of different thickness and size • Create detail, develop pencil control, draw and colour carefully • Draw from imagination and observable features • Create lighter and darker tones beginning to show the effect of light and dark 	<ul style="list-style-type: none"> • Secondary colour • Colour through paint • To control paint brush in a given line • To understand how to mix paint, how to load paint brush. To mix secondary colours • To experiment with secondary colours to create a given effect • To begin to understand how to mix tertiary colours • Create new colours using primary and secondary colours. • Make colours lighter or darker by adding white or black paint • Select the appropriate brush or painting tool to create different effects • Develop brush control, learn how to paint carefully 	<p>Printmaking</p> <ul style="list-style-type: none"> • To use objects, stamps and stencils to create images • Use a range of techniques to create monoprints • Use a range of techniques to create simple printing blocks • Make repeat patterns using a range of printing materials <p>Architects' day: Christopher Wren</p> <p>Most famous building: St Paul's Cathedral</p>

Vocabulary	Shade Depth	Texture Pattern Colour	Texture Pattern Colour
Concepts			
Week 1 Inspiration/ Source	<ul style="list-style-type: none"> To learn about the range of artists, craft makers and designers 	<ul style="list-style-type: none"> To learn about the range of artists, craft makers and designers 	<ul style="list-style-type: none"> To learn about the range of textiles/ print maker
Week 2 Research	<ul style="list-style-type: none"> To research different techniques and skills and to practise and apply 	<ul style="list-style-type: none"> To research different techniques and skills and to practise and apply 	<ul style="list-style-type: none"> To research different techniques and skills and to practise and apply
Week 3 Practise and apply Week 4 Practise and apply	<ul style="list-style-type: none"> To use drawing to develop and share their ideas, experiences and imagination To practise and experiment using a range of materials creatively To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 	<ul style="list-style-type: none"> To use painting to develop and share their ideas, experiences and imagination To practise and experiment using a range of materials creatively To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 	<ul style="list-style-type: none"> To use sculpture to develop and share their ideas, experiences and imagination To practise and experiment using a range of materials creatively To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space and imagination
Week 5 Make product	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product
Week 6 Finish and evaluate	<ul style="list-style-type: none"> To complete product and evaluate, describing the differences and similarities between different practices and disciplines, and making links to their own work. 	<ul style="list-style-type: none"> To complete product and evaluate, describing the differences and similarities between different practices and disciplines, and making links to their own work. 	<ul style="list-style-type: none"> To complete product and evaluate, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Art and design Curriculum Overview: Bushey Heath Primary School Year 3

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design curriculum should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment invent and create their own works of art, craft and design. As pupils progress, they are able to think critically and develop a more rigorous understanding of art and design. They begin to understand how art and design both reflect and shape our history, can contribute to the culture, creativity and wealth of our nation.

	Autumn	Spring	Summer
Knowledge	<p>To know details about chosen artist/ craft maker/ designer</p> <p>To know that the names of mark making (shade, soft, hard, charcoal) and their different affects</p> <p>To begin to understand shade/ tone/ sketch/</p>	<p>To know details about chosen artist/ craft maker/ designer</p> <p>To know how tertiary colours are formed and how all colours sit on the colour wheel colour</p> <p>To begin to explain their painting using correct terminology – i.e., colour, pattern, texture, line, form, space</p> <p>Words: Blend, transparent, opaque</p> <p>IMPRESSIONISM: EDOUARD MANET CLAUDE MONET EDGAR DEGAS PIERRE-AUGUST RENIOR</p>	<p>Textiles</p> <p>To know about different textile materials including weaving</p> <p>Arhcitects’ day</p> <p>Renzo Piano</p> <p>Most famous building: The Shard</p>
Skills	<p>To sketch the human face using a variety of different pencils and charcoal with a focus on the nose</p> <p>To use a sketch book to try out ideas and different techniques</p> <p>Use a digital device to take photographs of their artwork or image to include in their artwork</p> <p>Drawing</p> <p>Make marks, lines texture and pattern with a wide range of drawing implements including graphite pencils, charcoal, pastel, pens</p> <p>Make decisions about which drawing implement to use and which techniques to apply to the task</p> <p>Draw with more accuracy and detail things they observe</p> <p>To draw objects to scale and in proportion</p>	<p>To know how to mix colour on the colour wheel and to identify them as primary/ secondary or tertiary</p> <p>To control paint brush and to be able to draw fine line using water colours</p> <p>To know how adding water can be used to blend</p> <p>https://www.youtube.com/watch?v=0OV-XPfPFDA</p> <p>Painting</p> <p>To develop painted compositions from drawing including sketchbook ideas with increasing detail and position</p> <p>Create different effects and textures using a range of brushes techniques and paints</p> <p>Mix colours based on their knowledge of colour theory</p>	<p>Textiles</p> <p>To create textile material using sewing techniques</p> <p>Apply weaving techniques (or dying textiles) to create compositions</p> <p>Use simple weaving loom to create pattern cloth</p> <p>Architect Day</p> <p>Elisabeth Scott become the first female architect in the UK to win an international architectural competition with her design for the Shakespeare Memorial Theatre in Stratford-upon-Avon</p>
Vocabulary	<p>Techniques</p> <p>Space Form Shape Line Scale Proportion</p>	<p>Texture Value Pattern Colour</p> <p>Space Form Shape Line composition</p>	<p>Texture Value Pattern Colour</p> <p>Space Form Shape Line Malleable</p>

			Textile weaving decoration loom
Concepts			
Week 1 Inspiration/ Source	<ul style="list-style-type: none"> To learn about great artists, architects, and designer in history. To understand the historical and cultural development of art forms. 	<ul style="list-style-type: none"> To learn about great artists, architects and designer in history. To understand the historical and cultural development of art forms 	<ul style="list-style-type: none"> To understand the historical and cultural development of art forms
Week 2 Research	<ul style="list-style-type: none"> To research different techniques, skills and processes of inspirational source, and those needed to achieve required effect. 	<ul style="list-style-type: none"> To research different techniques and skills of inspirational source, and those needed to achieve required effect. 	<ul style="list-style-type: none"> To research different techniques and skills of inspirational source, and those needed to achieve required effect.
Week 3 Practise and apply Week 4 Practise and apply	<ul style="list-style-type: none"> To improve their mastery of art and design drawing / sketching techniques, with a range of materials. To apply and understand the matters, skills and processes specified in the relevant programme of study. To develop a wide range of art and design techniques in using pattern, texture. Line and shape. 	<ul style="list-style-type: none"> To improve their mastery of art and design techniques, including drawing and painting with a range of materials. To apply and understand the matters, skills and processes specified in the relevant programme of study. To develop a wide range of art and design techniques in using colour, pattern, texture. line. shape, form and space 	<ul style="list-style-type: none"> To improve their mastery of art, craft and design techniques, with a range of materials. To apply and understand the matters, skills and processes specified in the relevant programme of study. To develop a wide range of art and design techniques in using colour, pattern, texture. line. shape, form and space
Week 5 Make product	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product
Week 6 Finish and evaluate	<ul style="list-style-type: none"> To evaluate and analyse creative works using the language of art, craft and design. To seek ways to improve finished product. To understand the importance of adapting and reflecting on their own work To compare to original source material Comment on artwork with fluent grasp of visual language 	<ul style="list-style-type: none"> To evaluate and analyse creative works using the language of art, craft and design. To seek ways to improve finished product. To understand the importance of adapting and reflecting on their own work To compare to original source material Comment on artwork with fluent grasp of visual language 	<ul style="list-style-type: none"> To evaluate and analyse creative works using the language of art, craft and design. To seek ways to improve finished product. To understand the importance of adapting and reflecting on their own work To compare to original source material Comment on artwork with fluent grasp of visual language

Art and design Curriculum Overview: Bushey Heath Primary School Year 4

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design curriculum should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment invent and create their own works of art, craft and design. As pupils progress, they are able to think critically and develop a more rigorous understanding of art and design. They begin to understand how art and design both reflect and shape our history, can contribute to the culture, creativity and wealth of our nation.

	Autumn	Spring	Summer
Key Area of Focus	<p>To know details about chosen artist/ craft maker/ designer</p> <p>To know that the names of mark making (shade, soft, hard, charcoal) and their different affects</p> <p>To begin to understand shade/ tone/ sketch/</p> <p>To know how to use a viewfinder to develop close observational skills</p> <p>Van Gogh</p>	<p>Words: Blend, transparent, opaque contrast</p> <p>To understand complimentary colours and how they relate to the colour wheel</p> <p>THE POST-IMPRESSIONIST:</p> <ul style="list-style-type: none"> • PAUL CEZANNE • VINCENT VAN GOGH • PAUL GAUGIN • GEORGE SEURAT 	<p>To learn the origins of collage</p> <p>What is Collage Art?</p> <p>Coined by cubist artists Braque and Picasso, the term “collage” comes from the French word <i>collar</i>, or “to glue.”</p>
Skills	<p>To sketch the human face using a variety of different pencils and charcoal with a focus on the ear</p> <p>To use a sketch book to try out ideas and different techniques</p> <p>Use a digital device to take photographs of their artwork or image to include in their artwork</p> <p>Drawing</p> <p>Make marks, lines texture and pattern with a wide range of drawing implements including graphite pencils, charcoal, pastel, pens</p> <p>Make decisions about which drawing implement to use and which techniques to apply to the task</p> <p>Draw with more accuracy and detail things they observe</p> <p>To draw objects to scale and in proportion</p>	<p>Painting</p> <p>To use acrylics to create picture with texture and movement</p> <p>To develop painted compositions from drawing including sketchbook ideas with increasing detail and position</p> <p>Create different effects and textures using a range of brushes techniques and paints</p> <p>Mix colours based on their knowledge of colour theory</p> <p>To experiment with complimentary colour and use them for impact in own picture</p>	<p>Collage</p> <p>Use collage as a means of expression from sketchbook ideas</p> <p>Use cutting, tearing and gluing skills to create collage and mixed media compositions</p> <p>Architects’ Day</p> <p>Guglielmo and Bonanno Pisano Leaning Tower of Pisa</p>



Vocabulary	Techniques Artist's method Space Form Shape Line Composition Detail Portrait Still life	Texture Value Pattern Colour Space Form Shape Line Composition Detail Landscape	Texture Value Pattern Colour Space Form Shape Line Shaping free standing relief Collage
Concepts			
Week 1 Inspiration/ Source	<ul style="list-style-type: none"> To learn about great artists, architects and designer in history. To understand the historical and cultural development of art forms. 	<ul style="list-style-type: none"> To learn about great artists, architects and designer in history. To understand the historical and cultural development of art forms 	<ul style="list-style-type: none"> To learn about great collages To understand the historical and cultural development of art forms.
Week 2 Research	<ul style="list-style-type: none"> To research different techniques, skills and processes of inspirational source, and those needed to achieve required effect. 	<ul style="list-style-type: none"> To research different techniques and skills of inspirational source, and those needed to achieve required effect. 	<ul style="list-style-type: none"> To research different techniques and skills of inspirational source, and those needed to achieve required effect.
Week 3 Practise and apply Week 4 Practise and apply	<ul style="list-style-type: none"> To improve their mastery of art and design drawing / sketching techniques, with a range of materials. To apply and understand the matters, skills and processes specified in the relevant programme of study. To develop a wide range of art and design techniques in using pattern, texture. Line and shape. 	<ul style="list-style-type: none"> To improve their mastery of art and design techniques, including drawing and painting with a range of materials. To apply and understand the matters, skills and processes specified in the relevant programme of study. To develop a wide range of art and design techniques in using colour, pattern, texture. line. shape, form and space 	<ul style="list-style-type: none"> To improve their mastery of art and design techniques, with a range of materials. To apply and understand the matters, skills and processes specified in the relevant programme of study. To develop a wide range of art and design techniques in using colour, pattern, texture. line. shape, form and space
Week 5 Make product	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product
Week 6 Finish and evaluate	<ul style="list-style-type: none"> To evaluate and analyse creative works using the language of art, craft and design. To seek ways to improve finished product. To understand the importance of adapting and reflecting on their own work To compare to original source material Comment on artwork with fluent grasp of visual language 	<ul style="list-style-type: none"> To evaluate and analyse creative works using the language of art, craft and design. To seek ways to improve finished product. To understand the importance of adapting and reflecting on their own work To compare to original source material Comment on artwork with fluent grasp of visual language 	<ul style="list-style-type: none"> To evaluate and analyse creative works using the language of art, craft and design. To seek ways to improve finished product. To understand the importance of adapting and reflecting on their own work To compare to original source material

			<ul style="list-style-type: none">• Comment on artwork with fluent grasp of visual language
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Art and design Curriculum Overview: Bushey Heath Primary School Year 5

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design curriculum should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment invent and create their own works of art, craft and design. As pupils progress, they are able to think critically and develop a more rigorous understanding of art and design. They begin to understand how art and design both reflect and shape our history, can contribute to the culture, creativity and wealth of our nation.


	Autumn	Spring	Summer
KNOWLEDGE	<p>How to use a view finder to gain a variety of viewpoint</p> <p>To know details about chosen artist/ craft maker/ designer</p> <p>To review how the human form/ face has been represented throughout history</p> <p>To know how the human face/ form has been represented over the past 500 years</p>	<p>To know and extended knowledge of colour theory: Tones (tints and shades)</p> <p>An extended knowledge of colour theory: complementary and contrasting colours</p> <p>How colour is used to create mood and to show the effect of light</p> <p>ARTS AND CRAFT MOVEMENT: WILLIAM MORRIS – where artist produce everyday items that were both beautiful and useful GB mid-19th century</p> <p>To know about famous mosaics in GB</p> <p>To understand colour theory and apply</p>	<p>To know details about chosen Sculptor</p> <p>To know the names of tools used to sculpt using clay and technical names for joins</p>
SKILL	<ul style="list-style-type: none"> To apply previously learnt skills to draw a human face from an angle Use different grades of pencil and other implements to create lines, draw different shapes and forms to produce variation in tone Explore ways in which surface detail and the effect of light can be added to drawings through applying different patterns and textures To begin to be aware that objects having a third dimension 	<p>To create a colourful mosaic applying previous colour knowledge and based on a given artist (Or own face using previous unit's skills)</p>	<p>Sculpture</p> <p>Plan and design sculptures from observation or imagination using sketchbook ideas (link to children's sketches of human form)</p> <p>Use a range of tools to cut, shape and add detail to sculpting materials</p> <p>To develop skills in using clay through making slab pots and relief tiles</p> <p>Architects Day:</p> <p>Norma Sklarek</p> <p>https://designpulp.net/norma-sklarek-pioneer-in-architecture/</p>

	<p> Magic Lantern 2mo</p> <p>Lynette Yiadom-Boakye (born 1977)</p> <p>Lynette Yiadom-Boakye is a British artist best known for her portraits of fictitious subjects painted in muted colours.</p> <p>https://www.tate.org.uk/w/hats-on/tate-britain/exhibition/lynette-yiadom-boakye</p> 		
Vocabulary	Texture Value Pattern Space Form Shape Line Techniques Artist's method	Texture Value Pattern Colour Space Form Shape Line Techniques Artist's method Tones: tints and shade Complimentary Contrasting colours	Texture Value Pattern Colour Space Form Shape Line Techniques Artist's method Slab pots relief tiles
Concepts			
Week 1 Inspiration/ Source	<ul style="list-style-type: none"> To learn about great artists, architects and designer in history. To understand the historical and cultural development of art forms. 	<ul style="list-style-type: none"> To learn about great artists, architects and designer in history. To understand the historical and cultural development of art forms 	<ul style="list-style-type: none"> To learn about great designers in history. To understand the historical and cultural development of art forms
Week 2 Research	<ul style="list-style-type: none"> To research different techniques, skills and processes of inspirational source, and those needed to achieve required effect. 	<ul style="list-style-type: none"> To research different techniques and skills of inspirational source, and those needed to achieve required effect. 	<ul style="list-style-type: none"> To research different techniques and skills of inspirational source, and those needed to achieve required effect.

<p>Week 3 Practise and apply</p> <p>Week 4 Practise and apply</p>	<ul style="list-style-type: none"> • To improve their mastery of art and design drawing / sketching techniques, with a range of materials. • To apply and understand the matters, skills and processes specified in the relevant programme of study. • To develop a wide range of art and design techniques in using pattern, texture. Line and shape. 	<ul style="list-style-type: none"> • To improve their mastery of art and design techniques, including drawing and painting with a range of materials. • To apply and understand the matters, skills and processes specified in the relevant programme of study. • To develop a wide range of art and design techniques in using colour, pattern, texture. line. shape, form and space 	<ul style="list-style-type: none"> • To improve their mastery of art and design sculpting techniques, with a range of materials. • To apply and understand the matters, skills and processes specified in the relevant programme of study. • To develop a wide range of art and design techniques in using colour, pattern, texture. line. shape, form and space
<p>Week 5 Make product</p>	<ul style="list-style-type: none"> • To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> • To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> • To use a range of materials creatively to design, make product
<p>Week 6 Finish and evaluate</p>	<ul style="list-style-type: none"> • To evaluate and analyse creative works using the language of art, craft and design. • To seek ways to improve finished product. • To compare to original source material 	<ul style="list-style-type: none"> • To evaluate and analyse creative works using the language of art, craft and design. • To seek ways to improve finished product. • To compare to original source material 	<ul style="list-style-type: none"> • To evaluate and analyse creative works using the language of art, craft and design. • To seek ways to improve finished product. • To compare to original source material

Art and design Curriculum Overview: Bushey Heath Primary School Year 6

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design curriculum should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment invent and create their own works of art, craft and design. As pupils progress, they are able to think critically and develop a more rigorous understanding of art and design. They begin to understand how art and design both reflect and shape our history, can contribute to the culture, creativity and wealth of our nation.

	Autumn	Spring	Summer
Knowledge	<p>To know details about chosen artist/ craft maker/ designer To understand proportion To know about different techniques to create texture in art</p>  <p>Self-Portrait with Thorn ... Frida Kahlo...</p>	<p>Colour theory: To describe the relationship between colours To have the language of colour / paints / tone/ shade etc. to discuss the above picture</p> <p>ABSTRACT ART Piet Mondrian Jackson Pollock Wassily Kandinsky OR CUBISM: Pablo Picasso, George Braque, Juan Gris</p>	<p>To know details about chosen Sculptor/art movement (Ancient Mayan art) To know the names of tools used to sculpt using clay and technical names for joins</p> <p>Children will understand and use key vocabulary to demonstrate their knowledge and understanding across all areas of art and design</p> <p>Architects' Day</p> <p>Charles Barry Most famous building: Houses of Parliament</p>
SKILL	<p>To apply previously learnt skills to draw self-portrait (using pencil and charcoal only) representationally/ expressively/ unconventionally To be able to draw neck and shoulders with correct proportions.</p> <ul style="list-style-type: none"> Use different grades of pencil and other implements to create lines, draw different shapes and forms to produce variation in tone Explore ways in which surface detail and the effect of light can be added to drawings through applying different patterns and textures 	<p>To carefully create abstract art based on previous unit's self-portrait using previously developed skills Fine – line drawing using paint brushes of different textures</p> <ul style="list-style-type: none"> To begin to be aware that objects having a third dimension Use simple perspective in their work using a single focal point and horizon Effectively use different paint media to create compositions Work with more accuracy and finer detail through using a range of brushes, techniques and paints Create palettes of colour 	<p>Children use clay to create a sculpture using joins To use tools to mark make and add detail To paint using previously learnt colour skills</p> <ul style="list-style-type: none"> Plan and design sculptures from observation or imagination using sketchbook ideas (link to children's sketches of human form) Use a range of tools to cut, shape and add detail to sculpting materials To develop skills in using clay through making slab pots and relief tiles
VOCABULARY	Drawing representationally Proportion	Drawing representationally Drawing expressively Drawing unconventionally	Drawing representationally Drawing expressively Drawing unconventionally

		Perspective Vanishing point Horizon	
Concepts			
Week 1 Inspiration/ Source	<ul style="list-style-type: none"> To learn about Frida Kahlo To understand the historical and cultural development of art forms. 	<ul style="list-style-type: none"> To learn about great artists, architects and designers in history. To understand the historical and cultural development of art forms 	<ul style="list-style-type: none"> To learn about great artists, architects and designers in history. To understand the historical and cultural development of art forms
Week 2 Research	<ul style="list-style-type: none"> To research different techniques, skills and processes of inspirational source, and those needed to achieve required effect. 	<ul style="list-style-type: none"> To research different techniques and skills of inspirational source, and those needed to achieve required effect. 	<ul style="list-style-type: none"> To research different techniques and skills of inspirational source, and those needed to achieve required effect.
Week 3 Practise and apply Week 4 Practise and apply	<ul style="list-style-type: none"> To improve their mastery of art and design drawing / sketching techniques, with a range of materials. To apply and understand the matters, skills and processes specified in the relevant programme of study. To develop a wide range of art and design techniques in using pattern, texture. Line and shape. 	<ul style="list-style-type: none"> To improve their mastery of art and design techniques, including drawing and painting with a range of materials. To apply and understand the matters, skills and processes specified in the relevant programme of study. To develop a wide range of art and design techniques in using colour, pattern, texture. line. shape, form and space 	<ul style="list-style-type: none"> To improve their mastery of art and design sculpting techniques, with a range of materials. To apply and understand the matters, skills and processes specified in the relevant programme of study. To develop a wide range of art and design techniques in using colour, pattern, texture. line. shape, form and space
Week 5 Make product	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product 	<ul style="list-style-type: none"> To use a range of materials creatively to design, make product
Week 6 Finish and evaluate	<ul style="list-style-type: none"> To evaluate and analyse creative works using the language of art, craft and design. To seek ways to improve finished product. To compare to original source material Comment on artworks with a fluent grasp of visual language 	<ul style="list-style-type: none"> To evaluate and analyse creative works using the language of art, craft and design. To seek ways to improve finished product. To compare to original source material Comment on artworks with a fluent grasp of visual language 	<ul style="list-style-type: none"> To evaluate and analyse creative works using the language of art, craft and design. To seek ways to improve finished product. To compare to original source material Comment on artworks with a fluent grasp of visual language