



The Art and Design Curriculum at Arley Primary School *Coming January 2024*



Art and Design



The aims of the Art and Design Curriculum at Arley Primary are:

- To experiment, invent and create works of art, craft and design, expressing ideas and recording experiences
- To develop skills in drawing, painting, sculpture and other techniques including 3D art, collage and printing
- To understand and use the language of art, craft and design
- To experience and appreciate the work of a range of great British, European and World artists.

Delivering the Art and Design Curriculum at Arley Primary:

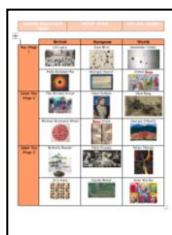
Art and Design form a central part of the Early Years curriculum, where children's early skills in different art techniques are nurtured and developed. Children use collage, paint, crayons and clay to create art and spend time talking about their artwork and designs.

In the Thematic Curriculum in Years 1-6, Art and Design skills are taught within every theme, with all themes containing one Art project and Arts-driver themes containing two. Projects cover six key disciplines of Art and progression in skills in these disciplines is supported through an Art Strand Tracker which identifies age-related expectations for each discipline:

- Drawing
- Painting
- Sculpture
- 3D Art
- Collage
- Printing

Discipline	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing	• Represent objects and scenes using simple shapes and lines. • Use a range of drawing materials (pencil, pen, crayon, charcoal) to create simple drawings.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of drawing materials to create simple drawings.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of drawing materials to create simple drawings.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of drawing materials to create simple drawings.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of drawing materials to create simple drawings.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of drawing materials to create simple drawings.
Painting	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of painting materials (watercolour, gouache, acrylic) to create simple paintings.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of painting materials to create simple paintings.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of painting materials to create simple paintings.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of painting materials to create simple paintings.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of painting materials to create simple paintings.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of painting materials to create simple paintings.
Sculpture	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of sculpture materials (clay, wood, plasticine) to create simple sculptures.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of sculpture materials to create simple sculptures.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of sculpture materials to create simple sculptures.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of sculpture materials to create simple sculptures.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of sculpture materials to create simple sculptures.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of sculpture materials to create simple sculptures.
3D Art	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of 3D art materials (card, paper, clay) to create simple 3D art.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of 3D art materials to create simple 3D art.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of 3D art materials to create simple 3D art.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of 3D art materials to create simple 3D art.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of 3D art materials to create simple 3D art.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of 3D art materials to create simple 3D art.
Collage	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of collage materials (paper, card, fabric) to create simple collages.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of collage materials to create simple collages.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of collage materials to create simple collages.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of collage materials to create simple collages.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of collage materials to create simple collages.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of collage materials to create simple collages.
Printing	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of printing materials (ink, paper, card) to create simple prints.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of printing materials to create simple prints.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of printing materials to create simple prints.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of printing materials to create simple prints.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of printing materials to create simple prints.	• Represent objects and scenes using a range of simple shapes and lines. • Use a range of printing materials to create simple prints.

Projects include creating a mobile and a Cityscape/Townscape painting in Key Stage 1, Tudor Rose inspired printing and painting an American landscape in Lower Key Stage 2, and a Pop Art portrait and a sculpture using recycled plastics in Upper Key Stage 2.



Our Inspire Artist Spine identifies British, European and World artists who have been chosen for focused study within Themes, allowing children to experience and appreciate the work of a diverse range of artists, from the past and the present. Selected artists include contemporary artists such as Andy Goldsworthy and Michelle Reader, as well as classic artists including Claude Monet and Hans Holbein.

