



# St Mary's Catholic Primary School

We *place our children at the heart of all we do*,  
inspired by the love, life and teachings of Jesus.

**"I am the way, the truth and the life."**

(John 14:6)

## Art and Design Curriculum Overview 2022-23

### **Intent**

Our children will leave St Mary's Catholic Primary School having had a wide variety of experiences within the Arts, where all their senses have been engaged and stimulated. Our art curriculum allows the children to revisit and build on technical skills to a mastery level of understanding.

Our primary art curriculum is knowledge-rich, and pupils will learn a wide range of skills, developing understanding and showing clear progression. But crucially, the knowledge and understanding pupils will build will go far beyond the technical, factual knowledge many current curriculums focus upon. Learning is built through a weaving and layering and revisiting of experiences. We study artists, designers and craftspeople not so we can make copies or pastiches of their style, but so we can learn from the way they see the world.

### **Implementation**

Our art curriculum is delivered through six main components a year. The components are revisited year on year providing lots of time to balance repeated practice with new experiences, quiet approaches with active and dynamic activities, time to work alone with collaborative and community-based activities, all geared to create energy and momentum throughout the year.

We teach through six components each year, which are revisited every year. These components are Drawing and sketching; print, collage and colour; working in 3 dimensions (clay); paint, surface, texture; working in three dimensions (other media); community and collaboration.

Art is also taught across the curriculum, though geography, history, RE, science and English.

### **Impact**

Children leave our school show a love of art, increasing skills, techniques, accuracy and creativity. The children develop attitudes and cognition such as questioning, reflecting and reasoning.

	Autumn 1 Draw	Autumn 2 Print	Spring 1 3D	Spring 2 Paint	Summer 1 Texture	Summer2 Mixed media
Reception F2	Drawing and sketching	Print, collage and colour	Working in 3 Dimensions	Paint, texture, colour	Working in 3 Dimensions	Collaboration and celebration
Year 1	Drawing and sketching – <i>spirals</i> – Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.	Simple printmaking- <i>explore line, shape and colour using plasticine and foam prints.</i>	Playful Making- <i>exploring materials and intentions with making things 3D</i>	Exploring Watercolour <i>Exploring watercolour and discovering we can use accidental marks to help us make art.</i>	Making Birds <i>Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird</i>	Inspired by Flora & Fauna - <i>Explore how artists make art inspired by flora and fauna. Make collages of MiniBeasts and display as a shared artwork.</i>
Year 2	Explore & Draw <i>Introducing the idea that artists can be collectors &amp; explorers as they develop drawing and composition skills</i>	Exploring the World Through Mono Print- <i>Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership.</i>	Be An Architect <i>Exploring architecture and creating architectural models.</i>	Expressive Painting <i>Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark making to create abstract still life.</i>	Stick Transformation Project- <i>Artists use their creative skills to re-see and re-imagine the world. Explore how you can transform a familiar object into new and fun forms.</i>	Music & Art <i>Explore how we can make art inspired by the sounds we hear. Draw, collage, paint and make.</i>
Year 3	Gestural Drawing with Charcoal <i>Making loose, gestural drawings with charcoal, and exploring drama and performance.</i>	Working with Shape and Colour <i>"Painting with Scissors": Collage and stencil in response to looking at artwork.</i>	Telling Stories Through Drawing & Making <i>Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film.</i>	Cloth, Thread, Paint	Making Animated Drawings <i>Explore how to create simple moving drawings by making paper "puppets" and animate them using tablets.</i>	Using Natural Materials to Make Images <i>Using natural pigments and dyes from the local environment to make art. Exploring Cyanotype and Anthotype.</i>

Year 4	<b>Typography &amp; Maps</b> <i>Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.</i>	<b>Exploring Pattern</b> <i>Exploring how we can use colour, line and shape to create patterns, including repeating patterns.</i>	<b>The Art of Display</b> <i>Explore how the way we display our work can affect the way it is seen. Create an artwork inspired by the idea of "Plinth"</i>	<b>Exploring Still Life</b> <i>Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.</i>	<b>Sculpture, Structure, Inventiveness &amp; Determination</b> <i>What can artists learn from nature? Nurture personality traits as well as technical skills</i>	<b>Festival Feasts</b> <i>Drawing and Making inspired by food. How might we use food and art to bring us together?</i>
Year 5	<b>Art &amp; Storytelling</b> <i>Drawing and sketching</i>	<b>Making Monotypes</b> <i>Explore how artists use the monotype process to make imagery. Combine the monotype process with painting and collage to make visual poetry zines.</i>	<b>Set Design</b> <i>Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.</i>	<b>Mixed Media Land &amp; City Scapes</b> <i>Explore how artists use a variety of media to capture spirit of the place. Focus upon exploratory work to discover mixed media combinations.</i>	<b>Architecture: Dream Big or Small?</b> <i>Explore the responsibilities architects have to design us a better world. Make your own architectural model.</i>	<b>Fashion Design</b>
Year 6	<b>2D Drawing to 3D Making</b> <i>Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.</i>	<b>Activism</b> <i>Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.</i>	<b>Brave Colour</b> <i>Exploring the work of installation artists who use light, form and colour to create immersive environments. Creating 2 d or 3d models to share our vision of imagined installations with others.</i>	<b>Identity</b>	<b>Take a Seat</b> <i>Explore how craftspeople and designers bring personality to their work. Make a small model of a chair which is full of personality.</i>	<b>Shadow Puppets</b> <i>Explore how traditional and contemporary artists use cutouts for artistic affect. Adapt their techniques to make your own shadow puppets.</i>

Alternatives include 3 D polar bears/ wild things paper mâché animals or puppets/ kitchen print/ marionettes/ wave bowls/ samplers/ mobiles and Miro