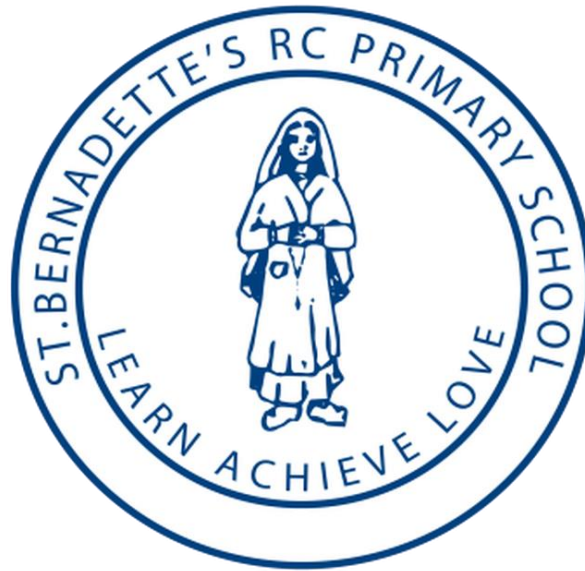


# ST BERNADETTE'S RC PRIMARY SCHOOL



**ART & DESIGN CURRICULUM**



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Intent
<p>At St Bernadette's RC Primary School, we aim to provide all children with a broad &amp; balanced curriculum which prepares them for life beyond primary education. We believe that high-quality Art &amp; DT lessons will engage &amp; inspire children to think innovatively, develop creative procedural understanding &amp; exercise their creativity &amp; imagination. The children are taught to combine their art &amp; design skills with knowledge &amp; understanding in order to design &amp; make a product that solve real &amp; relevant problems within a variety of contexts, considering their own &amp; others' needs wants &amp; values. During art &amp; design technology lessons, we teach children the language skills they will need to be effective communicators. We actively encourage our children to be critical thinkers, forward planners &amp; effective problem solvers. We also teach our children to work on their own, as capable individuals, &amp; as a valued member of a team. Resilience is an important element of our art &amp; DT, &amp; whole school, curriculum &amp; our children are encouraged to 'innovate' &amp; take risks.</p>

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NURSERY (NB – CHILD LED ACTED ON)					
Cutting Skills; Mark-making					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>DRAWING</b> <b>“MARVELLOUS MARKS”</b> ➤ LESSON 1- Mark making with wax crayons ➤ LESSON 2 – Mark making with felt tips ➤ Lesson 3 – Mark making with chalk	<b>LET’S GET CRAFTY:</b> <b>(LESSON 3 – Joining Materials: tape &amp; glue)</b>	<b>LET’S GET CRAFTY:</b> <b>(LESSON 2 – threading skills)</b>	<b>PAINTING &amp; MIXED</b> <b>“MEDIA</b> <b>PAINT MY WORLD”</b> <b>(LESSONS 1 Finger Painting)</b>	<b>SCULPTURE</b> <b>(LESSON 2:</b> <b>PLAYDOUGH – Simple tools, techniques &amp; design)</b>	<b>PAINTING &amp; MIXED</b> <b>“MEDIA</b> <b>PAINT MY WORLD”</b> <b>(LESSON 2 Outdoor Painting)</b>
RECEPTION (NB - CHILD LED ACTED ON)					
ONGOING SKILLS TAUGHT ACROSS THE YEAR: Observational Drawing skills; Drawing using different mediums					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>DRAWING</b> <b>“MARVELLOUS MARKS”</b> ➤ Recap L1-3 ➤ Lesson 5 – Drawing Faces (Self-portraits) Lesson 6 (Drawing faces in colour)	<b>PAINTING &amp; MIXED MEDIA</b> <b>“PAINT MY WORLD”</b> ➤ Introduction to painting Lesson 3 – Painting to Music	<b>DRAWING</b> <b>“MARVELLOUS MARKS”</b> <b>(Lesson 4 – Observational Drawings)</b>	<b>PAINTING &amp; MIXED MEDIA</b> <b>“PAINT MY WORLD”</b> <b>(Lesson 4 – Collage &amp; Transient Art)</b>	<b>PAINTING &amp; MIXED MEDIA</b> <b>“PAINT MY WORLD”</b> <b>(Lesson 6 – Group Art)</b>	<b>SCULPTURE</b> ➤ Introduction to malleable materials ➤ Lesson 4 – Designing Minibeast sculptures ➤ Lesson 5 – Creating Minibeast Sculptures ➤ Lesson 6 – Painting Minibeast Sculptures
	<b>SCULPTURE &amp; 3D CREATION STATION</b> <b>(Lesson 1 – Clay diva lamps)</b>	<b>PAINTING &amp; MIXED MEDIA</b> <b>“PAINT MY WORLD”</b> <b>(Lesson 5 – Landscape Collage)</b>			

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KEY STAGE 1					
WORKING AS ARTISTS IN KEY STAGE 1					
KEY STAGE 1 YEAR A					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>CRAFT &amp; DESIGN: MAP IT OUT (Y2)</b> <ul style="list-style-type: none"> <li>- Respond to a to a design brief</li> <li>- Learn three techniques for working creatively with materials</li> <li>- Evaluate designs</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>PAINTING &amp; MIXED MEDIA: COLOUR SPLASH (Y1)</b> <ul style="list-style-type: none"> <li>- Explore colour mixing through paint play</li> <li>- Use a range of tools to paint on different surfaces</li> <li>- Create paintings inspired by Clarice Cliff &amp; Jasper Johns.</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>DRAWING: TELL A STORY (Y2)</b> <ul style="list-style-type: none"> <li>- Use storybook illustrations as a stimulus</li> <li>- Develop mark-making to explore a wider range of tools</li> <li>- Experiment with creating texture to add detail to drawings.</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>
KEY STAGE 1 YEAR B					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>DRAWING: MAKE YOUR MARK (Y1)</b> <ul style="list-style-type: none"> <li>- Explore marking &amp; lines</li> <li>- Work &amp; experiment with different materials through observational &amp; collaborative pieces.</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>SCULPTURE &amp; 3D: PAPER PLAY (Y1)</b> <ul style="list-style-type: none"> <li>- Create 3 dimensional shapes &amp; structure</li> <li>- Use familiar materials to develop skills in manipulating paper &amp; card.</li> <li>- Fold, roll &amp; scrunch materials to make their own sculptures.</li> </ul>	<b>PAINTING &amp; MIXED MEDIA: LIFE IN COLOUR (Y2)</b> <ul style="list-style-type: none"> <li>- Develop colour mixing skills</li> <li>- Learn about the work of artist Romare Bearden &amp; create textured papers using paint</li> <li>- Compose collages inspired by exploration of colour &amp; texture in the world around us</li> </ul>

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LOWER KEY STAGE 2					
WORKING AS ARTISTS IN LOWER KEY STAGE 2					
LOWER KEY STAGE 2 YEAR A					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>PREHISTORIC ART (Y3 Unit)</b> <ul style="list-style-type: none"> <li>- Learn about how &amp; why art was created thousands of years ago</li> <li>- Make homemade paints from natural materials &amp; replicate painting techniques from the past – Cave paintings using natural objects</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>SCULPTURE &amp; 3D MEGA MATERIALS (Y4 Unit)</b> <ul style="list-style-type: none"> <li>- Develop ideas for 3D work through drawing &amp; visualisation in 2D</li> <li>- Use more complex techniques to shape materials</li> <li>- Explore how shapes can be formed &amp; joined in wire</li> <li>- Consider the effect of how sculpture is displayed</li> <li>- Choose and join a variety of materials to make sculpture</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>DRAWING: GROWING ARTISTS (Y3 Unit)</b> <ul style="list-style-type: none"> <li>- Develop an understanding of shading &amp; drawing techniques to create botanical inspired drawings</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>
LOWER KEY STAGE 2 YEAR B					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>DRAWING: POWER PRINTS (Y4)</b> <ul style="list-style-type: none"> <li>- Use mechanical engravings as a starting point to develop an awareness of proportion, composition &amp; pattern drawing</li> <li>- Combine media for effect when developing into a print.</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>CRAFT &amp; DESIGN: ANCIENT EGYPTIAN SCROLLS (Y3)</b> <ul style="list-style-type: none"> <li>- Develop design &amp; craft skills taking inspiration from Ancient Egyptian art &amp; pattern &amp; paper making.</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>PAINTING &amp; MIXED MEDIA: LIGHT &amp; DARK (Y4)</b> <ul style="list-style-type: none"> <li>- Develop skills in colour mixing, tints &amp; shades to create a 3D effect.</li> <li>- Experiment with composition &amp; apply painting techniques to a still life piece.</li> </ul>

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UPPER KEY STAGE 2					
WORKING AS ARTISTS IN UPPER KEY STAGE 2					
UPPER KEY STAGE 2 YEAR A					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>PAINTING &amp; MIXED MEDIA: PORTRAITS (Y5 Unit)</b> <ul style="list-style-type: none"> <li>- Investigate portraits by a range of artists</li> <li>- Use photographs of ourselves to develop own unique self-portraits in mixed media</li> <li>- Link back to self-portraits in Reception.</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>CRAFT &amp; DESIGN: ARCHITECTURE (Y5 Unit)</b> <ul style="list-style-type: none"> <li>- Investigate the built environment through drawing &amp; printmaking</li> <li>- Learn about the work of architect Zaha Hadid</li> <li>- Present research on artist Hundertwasser</li> <li>- Explore the symbolism of monument design</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>DRAWING (Y6 UNIT) MAKE MY VOICE HEARD</b> <ul style="list-style-type: none"> <li>- From the Ancient Maya to modern-day street art, look at how artists convey a message</li> <li>- Explore imagery, symbols, expressive mark-making &amp; "chiaroscuro"</li> <li>- Consider audience &amp; impact to create powerful drawings to make our voices heard</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>
UPPER KEY STAGE 2 YEAR B					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>PAINTING &amp; MIXED MEDIA: ARTIST STUDY (Y6)</b> <ul style="list-style-type: none"> <li>- Explore a selection of paintings through art appreciation activities</li> <li>- Collect ideas in sketchbooks</li> <li>- Plan a final piece after researching the life, techniques &amp; artistic intentions of an artist of interest</li> </ul>	<b>DRAWING – I NEED SPACE (Y5)</b> <ul style="list-style-type: none"> <li>- Explore the purpose &amp; impact of images from the "Space Race" era of the 1950s &amp; 1960s (Artist: Ties Albers)</li> <li>- Develop independence &amp; decision-making using open-ended &amp; experimental processes</li> <li>- Combine drawing &amp; collagraph printing to create a futuristic image</li> </ul>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>DESIGN &amp; TECHNOLOGY UNIT</b>	<b>SCULPTURE &amp; 3D: MAKING A PERSONAL MEMORY BOX (Y6)</b> <ul style="list-style-type: none"> <li>- Create a personal memory box using a collection of found objects &amp; hand-sculptured forms to reflect upon primary school life with symbolic &amp; personal meaning</li> </ul>