Breckon Hill Art & Design Curriculum Overview



	Aut	umn	Spring		Summer				
Nursery	Nursery and Reception follow the Early Years Foundation Stage statutory framework for the teaching of Design and Technology. Art is found within the specific area of Expressive Arts and Design. The knowledge, skills and vocabulary that the pupils learn lay the foundations for the National Curriculum Art and Design programmes of study. Pupils explore and use a variety of media and materials through a combination of child initiated and adult directed activities. They have opportunities to learn to: © Explore the textures, movement, feel and look of different media and materials © Respond to a range of media and materials, develop their understanding of them in order to manipulate and create different effects. © Use different media and materials to express their own ideas © Explore colour and use for a particular purpose © Develop skills to use simple tools and techniques competently and appropriately © Select appropriate media and techniques and adapt their work where necessary								
Reception	Drawing Marvellous marks		Painting and Mixed media: Paint my world- add colour mixing		Craft and Design: Let's get crafty- delete lesson 5/6 add Van G				
Year 1	Drawing Make your mark		Paint and Mixed Media Colour Splash			Craft and Design Woven Wonders			
Year 2		Drawing Tell a Story		Paint and Mixed Media Life in Colour – add Andy G and natural sculpture		Sculpture and 3D Clay Houses- link to seaside homes			
Year 3	Drawing Growing artists		Paint and Mixed Media Prehistoric Painting		Sculpture and 3D Abstract Shape Ancient Egyptian scrolls? (links with main driver)				

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Year 4	Drawing Power Prints		Paint and Mixed Media Light and Dark		Craft and Design Fabric of Nature Or Sculpture and 3D?	
Year 5		Drawing I need Space	Paint and Mixed Media Portraits		Sculpture and 3D Coil Clay Pots?	
Year 6	Drawing Make my voice heard			Paint and Mixed Media Artist Study		Craft and Design Photo Opportunity?

<u>Curriculum development</u>

- Cohesive long term overview and big ideas road map with a focus on 'practical knowledge', which is about developing technical proficiency, 'theoretical knowledge', which is the cultural and contextual content that pupils learn about artists and artwork (art history), 'disciplinary knowledge', which is what pupils learn about how art is studied, discussed and judged (disciplinary questions, such as 'how is art made?', 'what is art?', 'how is art judged?', 'what is the purpose of art?', 'how does design affect the lives of users?')
 - Solid MT plans, KOs, collaborative art opps for displays, knowledge of artists, and Assessment practices
 - Live modelling, vocabulary, skills focus high quality implementation leading to strong outcomes
 - CPD launch for staff

Next steps.....