

BEING AN ARTIST



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| | | <ul style="list-style-type: none">• 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. | | |
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At Eppleton Academy Primary School, Art and Design is broken into 5 big ideas which are intertwined in all areas of learning. These include developing 'making skills', 'knowledge of artists', 'evaluate and analyse'. Together these come together to enable pupils to 'generate ideas' and 'use sketchbooks' to develop their own artistic identity.

Year Group	National Curriculum	Sticky Knowledge/ End Points	Vocabulary	Golden Threads & Skills.
Y1	<ul style="list-style-type: none"> To use a range of materials creatively to design and make products to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work 	<p>Drawing – Make your mark Developing observational drawing skills when exploring mark-making . Children use a range of tools, investigating how texture can be created in drawings. Apply skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman.</p> <p>Painting and Mixed Media – Colour Splash Explore colour mixing through paint play, use a range of tools and work on different surfaces. Create paintings inspired by Clarice Cliff and Jasper Johns.</p> <p>Sculpture and 3D – Paper Play Create simple three dimensional shapes and structures using familiar materials, develop skills in manipulating paper and card. Fold, roll and scrunch materials to make their own sculpture inspired by the 'Tree of life' screen at the Sidi Saiyyed Mosque. Make a collaborative sculptural piece based on the art of Louise Bourgeois.</p>	<p>Drawing continuous, irregular, geometric, horizontal, line, mark making, observation, overlap, regular, texture, vertical</p> <p>Painting and Mixed Media blend, colour, mix, pattern, print, primary colour, secondary colour, shade, shape, texture.</p> <p>Sculpture and 3D cylinder, roll, scrunch, sculpture, spiral, two-dimensional, three-dimensional, fold, zig-zag</p>	<p>Drawing</p> <ul style="list-style-type: none"> Hold and use drawing tools in different ways to create different lines and marks. Create marks by responding to different stimulus such as music. Overlap shapes to create new ones. Use mark making to replicate texture. Look carefully to make an observational drawing. Complete a continuous line drawing. <p>Painting and Mixed Media</p> <ul style="list-style-type: none"> Combine primary coloured materials to make secondary colours. Mix secondary colours in paint. Choose suitable sized paint brushes. Clean a paintbrush to change colours. Print with objects, applying a suitable layer of paint to the printing surface. Overlap paint to mix new colours. Use blowing to create a paint effect. Make a paint colour darker or lighter (creating shades) in different ways eg. adding water, adding a lighter colour. <p>Sculpture and 3D</p> <ul style="list-style-type: none"> Roll and fold paper. Cut shapes from paper and card. Cut and glue paper to make 3D structures. Decide the best way to glue something. Create a variety of shapes in paper, eg spiral, zig-zag. Make larger structures using newspaper rolls.

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		<p>Craft and Design – Woven Wonders Learning fibre art skills such as plaiting, threading, knotting and weaving to create three-dimensional woven artworks inspired by artist Cecilia Vicuña.</p>	<p>Craft and Design art, artist craft, cut ,knot, measure, plait, thread, weave, warp, weft, wool, wrap</p>	<p>Craft and Design</p> <ul style="list-style-type: none"> • Wrap objects/shapes with wool. • Measure a length. • Tie a knot, thread and plait. • Make a box loom. • Join using knots. • Weave with paper on a paper loom. • Weave using a combination of materials.
<p>Y2</p>	<ul style="list-style-type: none"> • To use a range of materials creatively to design and make products to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination • To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space • About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work 	<p>Drawing – Tell a story Use storybook illustration as a stimulus, to develop mark making skills to explore a wider range of tools and experiment with creating patterned surfaces to add texture and detail to drawings.</p> <p>Painting and Mixed Media – Life in Colour Take inspiration from the collage work of artist Romare Bearden, consolidate knowledge of colour mixing and create textures in paint using different tools. Create own painted paper in the style of Bearden and use it in a collage, linked to a theme suited to their topic or classwork.</p> <p>Sculpture and 3D – Clay Houses Develop the ability to work with clay, learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay.</p>	<p>Drawing charcoal, cross hatching, scribbling, concertina, expression, stippling, illustration, illustrator</p> <p>Painting and Mixed Media collage, composition, detail, mix, overlap, primary colour, secondary colour, shade, surface, texture</p> <p>Sculpture and 3D clay, clay slip, pinch pot, relief, score, surface</p>	<p>Drawing</p> <ul style="list-style-type: none"> • Use different materials and marks to replicate texture. • Manipulate materials and surfaces to create textures. Eg scratching with tools or blending with fingers. • Use marks and lines to show expression on faces. • Make a concertina book. • Use drawing to tell a story. • Use charcoal to avoid snapping and to achieve different types of lines. • Use drawing pens. <p>Painting and Mixed Media</p> <ul style="list-style-type: none"> • Mix a variety of shades of a secondary colour. • Make choices about amounts of paint to use when mixing a particular colour. • Match colours seen around them. • Create texture using different painting tools. • Make textured paper to use in a collage. • Choose and shape collage materials eg cutting, tearing. • Compose a collage, arranging and overlapping pieces for contrast and effect. • Add painted detail to a collage to enhance/improve it. <p>Sculpture and 3D</p> <ul style="list-style-type: none"> • Smooth and flatten clay. • Roll clay into a cylinder or ball. • Make different surface marks in clay. • Make a clay pinch pot. • Mix clay slip using clay and water. • Join two clay pieces using slip. • Make a relief clay sculpture.

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		<p>Craft and Design – Map it out Respond to a design brief, create a piece of art that represents their local area using a map as their stimulus. Learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas, choosing the best to meet the brief.</p>	<p>Craft and Design abstract, composition, felt, fibre, ink, printing tile, printing roller, negative print, stained glass</p>	<ul style="list-style-type: none"> • Use hands in different ways as a tool to manipulate clay. • Use clay tools to score clay. <p>Craft and Design</p> <ul style="list-style-type: none"> • Draw a map to illustrate a journey. • Separate wool fibres ready to make felt. • Lay wool fibres in opposite directions to make felt. • Roll and squeeze the felt to make the fibres stick together. • Add details to felt by twisting small amounts of wool. • Choose which parts of their drawn map to represent in their 'stained glass'. • Overlap cellophane/tissue to create new colours. • Draw a design onto a printing polystyrene tile without pushing the pencil right through the surface. • Apply paint or ink using a printing roller. • Smooth a printing tile evenly to transfer an image. • Try out a variety of ideas for adapting prints into 2D or 3D artworks.
<p>Y3</p>	<ul style="list-style-type: none"> • To create sketch books to record their observations and use them to review and revisit ideas. • To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] • About great artists, architects and designers in history 	<p>Drawing – Growing Artists Using botanical drawings and scientific plant studies as inspiration, pupils explore the techniques of artists such as Georgia O'Keefe and Maud Purdy to draw natural forms, becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form.</p> <p>Painting and Mixed Media – Pre-historic painting Investigating making their own paints, making tools and painting on different surfaces, the children explore prehistoric art.</p>	<p>Drawing abstract, botanical, composition, geometric, organic, scale, shading, texture, tone.</p> <p>Painting and Mixed Media charcoal, drawing, medium, negative image, pigment, positive image, prehistoric, proportion, scale up, smudging, stone age.</p>	<p>Drawing</p> <ul style="list-style-type: none"> • Use shapes identified within in objects as a method to draw. • Create tone by shading. • Achieve even tones when shading. • Make texture rubbings. • Create art from textured paper. • Hold and use a pencil to shade. • Tear and shape paper. • Use paper shapes to create a drawing. • Use drawing tools to take a rubbing. <p>Painting and Mixed Media</p> <ul style="list-style-type: none"> • Use simple shapes to scale up a drawing to make it bigger. • Make a cave wall surface. • Paint on a rough surface. • Make a negative and positive image. • Create a textured background using charcoal and chalk. • Use natural objects to make tools to paint with. • Make natural paints using natural materials. • Create different textures using different parts of a brush.

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		<p>Sculpture and 3D – Abstract shape and space Explore how shapes and negative spaces can be represented by three dimensional forms. Manipulate a range of materials, learn ways to join and create free-standing structures inspired by the work of Anthony Caro and Ruth Asawa.</p> <p>Craft and Design – Ancient Egyptian scrolls Learn about the way colour, scale and pattern influenced ancient Egyptian art, explore the technique of papermaking to create a papyrus-style scroll, extend ideas to create a modern response by designing a 'zine'.</p>	<p>Sculpture and 3D concertina, join, negative space, positive space, sculptor, slot, structure, tabs</p> <p>Craft and Design ancient, colour, composition, Egyptian, imagery, papyrus, pattern, scroll, technique, zine</p>	<ul style="list-style-type: none"> • Use colour mixing to make natural colours. <p>Sculpture and 3D</p> <ul style="list-style-type: none"> • Join 2D shapes to make a 3D form. • Join larger pieces of materials, exploring what gives 3D shapes stability. • Shape card in different ways eg. rolling, folding and choose the best way to recreate a drawn idea. • Identify and draw negative spaces. • Plan a sculpture by drawing. • Choose materials to scale up an idea. • Create different joins in card eg. slot, tabs, wrapping. • Add surface detail to a sculpture using colour or texture. • Display sculpture. <p>Craft and Design</p> <ul style="list-style-type: none"> • Use a sketchbook to research a subject using different techniques and materials to present ideas. • Construct a new paper material using paper, water and glue • Use symbols to reflect both literal and figurative ideas. • Produce and select an effective final design. • Make a scroll. • Make a zine and use a zine to present information.
<p>Y4</p>	<ul style="list-style-type: none"> • To create sketch books to record their observations and use them to review and revisit ideas. • To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] 	<p>Drawing – Power Prints Using everyday electrical items as a starting point, develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.</p>	<p>Drawing block print, contrast, cross-hatching, collage, collaborate, composition, gradient, hatching, highlight, observational drawing, pattern, printmaking, proportion, shading, shadow, symmetry, tone, three-dimensional, wax-resist</p>	<p>Drawing</p> <ul style="list-style-type: none"> • Use pencils of different grades to shade and add tone. • Hold a pencil with varying pressure to create different marks. • Use observation and sketch objects quickly. • Draw objects in proportion to each other. • Use charcoal and a rubber to draw tone. • Use scissors and paper as a method to 'draw'. • Make choices about arranging cut elements to create a composition. • Create a wax resist background. • Use different tools to scratch into a painted surface to add contrast and pattern. • Choose a section of a drawing to recreate as a print. • Create a monoprint.

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<ul style="list-style-type: none"> About great artists, architects and designers in history 	<p>Painting and Mixed Media – Light and Dark Develop colour mixing skills, using shades and tints to show form and create three dimensions when painting. Learn about composition and plan own still life to paint, applying chosen techniques.</p> <p>Sculpture and 3D – Mega Materials Explore the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp and creating own sculptures.</p> <p>Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric</p>	<p>Painting and Mixed Media composition, dabbing, hue, pointillism, proportion, shade, shadow, still life, stippling, tint, tone, washes</p> <p>Sculpture and 3D carving, ceramics, construct, form, found objects, modelling, organic shape, scale</p> <p>Craft and Design batik, colour palette, craft, design, industry, pattern, repeat, theme</p>	<p>Painting and Mixed Media</p> <ul style="list-style-type: none"> Mix a tint and a shade by adding black or white. Use tints and shades of a colour to create a 3D effect when painting. Apply paint using different techniques eg. stippling, dabbing, washing. Choose suitable painting tools. Arrange objects to create a still life composition. Plan a painting by drawing first. Organise painting equipment independently, making choices about tools and materials. <p>Sculpture and 3D</p> <ul style="list-style-type: none"> Use their arm to draw 3D objects on a large scale. Sculpt soap from a drawn design. Smooth the surface of soap using water when carving. Join wire to make shapes by twisting and looping pieces together. Create a neat line in wire by cutting and twisting the end onto the main piece. Use a range of materials to make 3D artwork eg. manipulate light to make shadow sculpture, use recycled materials to make 3D artwork. Try out different ways to display a 3D piece and choose the most effective. <p>Craft and Design</p> <ul style="list-style-type: none"> Select imagery and use as inspiration for a design project. To know how to make a mood board. Recognise a theme and develop colour palettes using selected imagery and drawings. Draw small sections of one image to docs on colours and texture. Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create patterns on fabric.
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				<ul style="list-style-type: none"> • Use materials, like glue, in different ways depending on the desired effect. • Paint on fabric and wash fabric to remove glue to finish a decorative fabric piece.
<p>Y5</p>	<ul style="list-style-type: none"> • To create sketch books to record their observations and use them to review and revisit ideas. • To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] • About great artists, architects and designers in history 	<p>Drawing – I need Space</p> <ul style="list-style-type: none"> • Develop ideas more independently, • consider the purpose of drawings as they investigate how imagery was used in the ‘Space race’ that began in the 1950s. • Combine collage and printmaking to create a piece in their own style. <p>Painting and Mixed Media – portraits</p> <ul style="list-style-type: none"> • Investigate self-portraits by a range of artists, • use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media. <p>Sculpture and 3D – Interactive installation</p> <ul style="list-style-type: none"> • Using inspiration of historical monuments and modern installations, • plan by researching and drawing, a sculpture to fit a design brief. • Investigate scale, the display environment and possibilities for viewer interaction with their piece. 	<p>Drawing collagraph, decision, futuristic, imagery, propaganda, purpose, retrofuturism, technique,</p> <p>Painting and Mixed Media collage, mixed media, monoprint, multi-media, photomontage, self-portrait</p> <p>Sculpture and 3D concept, location, installation, interactive, performance art</p>	<p>Drawing</p> <ul style="list-style-type: none"> • Analyse an image that considers impact, audience and purpose. • Draw the same image in different ways with different materials and techniques. • Make a collagraph plate. • Make a collagraph print. • Develop drawn ideas for a print. • Combine techniques to create a final composition. • Decide what materials and tools to use based on experience and knowledge. • To know what print effects different materials make. <p>Painting and Mixed Media</p> <ul style="list-style-type: none"> • Develop a drawing into a painting. • Create a drawing using text as lines and tone. • Experiment with materials and create different backgrounds to draw onto. • Use a photograph as a starting point for a mixed-media artwork. • Take an interesting portrait photograph, exploring different angles. • Adapt an image to create a new one. • Combine materials to create an effect. • Choose colours to represent an idea or atmosphere. • Develop a final composition from sketchbook ideas. <p>Sculpture and 3D</p> <ul style="list-style-type: none"> • Make an explosion drawing in the style of Cai Guo-Qiang, exploring the effect of different materials. • Try out ideas on a small scale to assess their effect. • Use everyday objects to form a sculpture. • Transform and manipulate ordinary objects into sculpture by wrapping, colouring, covering and joining them. • Try out ideas for making a sculpture interactive.

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		<p>Craft and Design – Architecture</p> <ul style="list-style-type: none"> Investigate the built environment through drawing and printmaking, learning about the work of architect Zaha Hadid create their own building designs, creatively presenting research on artist Hundertwasser explore ideas behind the symbolism of monument design. 	<p>Craft and Design architecture, architect, composition, elevation, legacy, monoprint, perspective, proportion, transform</p>	<ul style="list-style-type: none"> Plan an installation proposal, making choices about light, sound and display. <p>Craft and Design</p> <ul style="list-style-type: none"> Make an observational drawing of a house. Use shapes and measuring as methods to draw accurate proportions. Select a small section of a drawing to use as a print design. Develop drawings further to use as a design for print. Design a building that fits a specific brief. Draw an idea in the style of an architect that is annotated to explain key features. Draw from different views, such as a front or side elevation. Use sketchbooks to research and present information about an artist. Interpret an idea in into a design for a structure.
<p>Y6</p>	<ul style="list-style-type: none"> To create sketch books to record their observations and use them to review and revisit ideas. To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] About great artists, architects and designers in history 	<p>Drawing – Make my voice heard</p> <ul style="list-style-type: none"> On a journey from the Ancient Maya to modern-day street art, explore how artists convey a message. Begin to understand how artists use imagery and symbols as well as drawing techniques like expressive mark making, tone and the dramatic light and dark effect called 'chiaroscuro'. <p>Painting and Mixed Media – Artist study</p> <ul style="list-style-type: none"> Identify an artist that interests them, children research the life, techniques and artistic intentions of that individual. Collecting ideas in sketchbooks, planning for a final piece and working collaboratively, present what they have learnt about the artist. <p>Sculpture and 3D – Making memories</p> <ul style="list-style-type: none"> Create a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning. 	<p>Drawing chiaroscuro, aesthetic, commissioned, expressive, gestural, interpretation, mural, symbolic, tone,</p> <p>Painting and Mixed Media abstract, analyse, evaluate, interpret, medium, mixed-media, narrative, respond, tableau.</p> <p>Sculpture and 3D abstract, assemblage, composition, literal, manipulate, memory, relief, sculpture</p>	<p>Drawing</p> <ul style="list-style-type: none"> Achieve the tonal technique called chiaroscuro. Make handmade tools to draw with. Use charcoal to create chiaroscuro effects. To know gestural and expressive ways to make marks. To know effects different materials make. To know the effects created when drawing into different surfaces <p>Painting and Mixed Media</p> <ul style="list-style-type: none"> Use sketchbooks to research and present information. Develop ideas into a plan for a final piece. Make a personal response to the artwork of another artist. Use different methods to analyse artwork such as drama, discussion and questioning. <p>Sculpture and 3D</p> <ul style="list-style-type: none"> Translate a 2D image into a 3D form. Manipulate cardboard to create 3D forms (tearing, cutting, folding, bending, ripping). Manipulate cardboard to create different textures. Make a cardboard relief sculpture.

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		<p>Craft and Design – Photo opportunity</p> <ul style="list-style-type: none">• Explore photography as a medium for expressing ideas, investigate scale and composition, colour and techniques for adapting finished images.• Use digital media to design and create photographic imagery for a specific design brief.	<p>Craft and Design arrangement, digital, layout, macro, monochrome, photography, photomontage, photorealism, prop, saturation</p>	<ul style="list-style-type: none">• Make visual notes to generate ideas for a final piece.• Translate ideas into sculptural forms. <p>Craft and Design</p> <ul style="list-style-type: none">• Create a photomontage.• Create artwork for a design brief.• Use a camera or tablet for photography.• Identify the parts of a camera.• Take a macro photo, choosing an interesting composition.• Manipulate a photograph using photo editing tools.• Use drama and props to recreate imagery.• Take a portrait photograph.• Use a grid method to copy a photograph into a drawing.
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