Art and design (revised scheme)



Standard

Our standard EYFS (Reception), KS1 and KS2 long-term plan for **Art and design** is designed for schools that deliver the subject most weeks.

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Contents:

How does Kapow Primary help our school to meet statutory guidance for Art and design?	3
How is the Art and design scheme of work organised?	4
What are the benefits of the revised Art and design scheme?	5
Is there any flexibility in the Kapow Primary Art and design scheme?	6
Other useful documentation	7
Suggested long-term plan: Art and design - Overview (EYFS and KS1)	8
Suggested long-term plan: Art and design - Overview (KS2)	8
Suggested long-term plan: Art and design - Outline (EYFS)	9
Suggested long-term plan: Art and design - Outline (KS1)	10
Suggested long-term plan: Art and design - Outline (Lower KS2)	11
Suggested long-term plan: Art and design - Outline (Upper KS2)	12

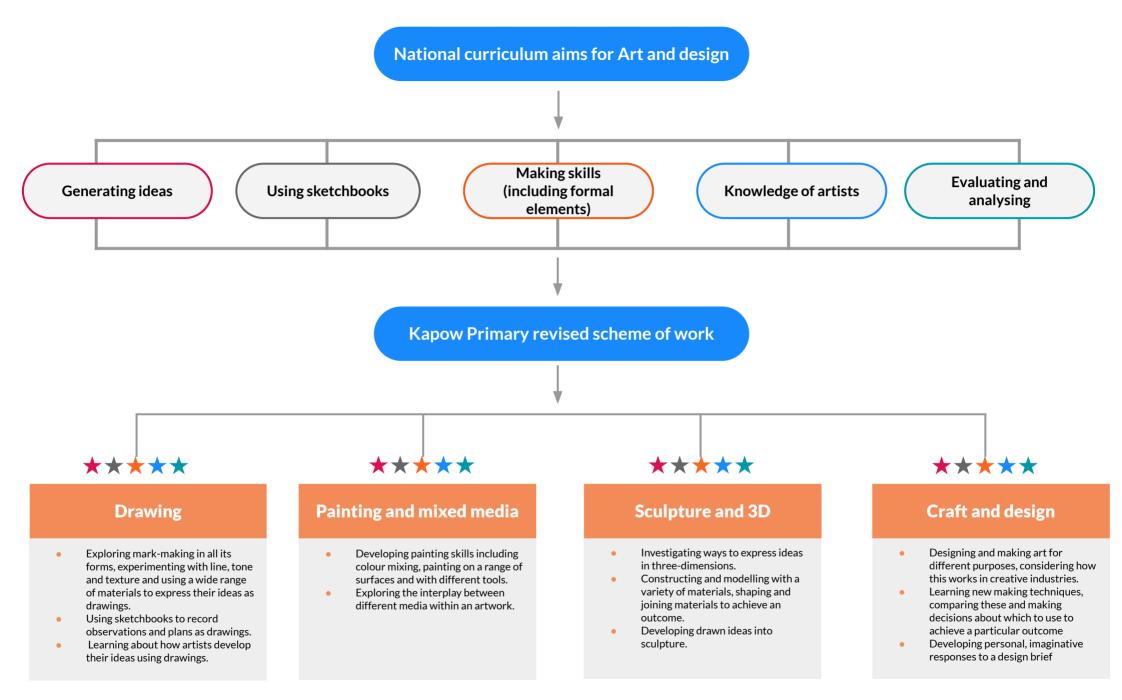
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How does Kapow Primary help our school to meet statutory guidance for Art and design?

From these aims, we have identified five Our scheme of work fulfils the statutory requirements outlined in the **National Curriculum** strands which run throughout our (2014). The National Curriculum for Art and design aims to ensure that all pupils: scheme of work: Generating ideas Produce creative work, exploring their ideas and recording their experiences Using sketchbooks Become proficient in drawing, painting, sculpture and other art, craft and design techniques Making skills (including formal elements) Evaluate and analyse creative works using the language of art, craft and design Knowledge of artists * Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms **Evaluating and analysing**

Our **National curriculum mapping** document (Coming soon!) shows which of Kapow Primary's units cover each of the National Curriculum Attainment targets as well as each of these five strands. National Curriculum links are also on each individual lesson plan, along with cross-curricular links to other subjects.

How is the revised Art and design scheme of work organised?



What are the benefits of the revised Art and design scheme?

Over 2022 we have been rolling out a revised Art and design scheme of work, as an alternative to our original scheme. The revised scheme includes updates to many existing lessons, along with brand new units across the core areas.

Sequential lessons

The revised Art and design scheme has units divided into four core areas, repeated in each year group. This provides teachers with greater clarity over knowledge and skills progression within the four areas. Teachers can feel confident that children are given opportunities to develop mastery by revisiting core subject knowledge and applying that knowledge practically in a range of contexts with growing complexity.

Drawing

Painting and mixed media

Sculpture and 3D

Craft and design

A broad and balanced art curriculum

The units within the revised scheme are designed so that children experience the fundamentals of art through broad and balanced units, including exploration of the work of a wide range of artists and makers. Units guide pupils in the skills required to explore, analyse and discuss art. They are encouraged to combine their knowledge of what constitutes 'art', specific artists and techniques with their own experiences to evaluate artworks and to inform their own creative practices.

Each unit works towards all of the National curriculum attainment targets. This allows pupils to develop their knowledge and skills around the formal elements in a holistic way.

A variety of outcomes for units

The revised scheme encourages autonomy, with a greater emphasis on children developing their creativity through experimentation and individual responses. Units provide flexible options, enabling links to other topics and resulting in more creative outcomes.

Application of skills and knowledge

There is an emphasis on developing children's use of sketchbooks throughout the revised scheme to apply skills and knowledge. Lessons provide opportunities to engage with sketchbooks throughout the whole process of creating art, including practising techniques learned as well as developing and evaluating their ideas towards an outcome.

Is there any flexibility in the Kapow Primary Art and design scheme?

Our Art and design scheme of work is flexible, allowing schools to adapt the planning to suit their school and to make use of cross-curricular links available. See some of our Frequently asked questions below:

Do the units need to be taught in order?

The units within each year group can be taught in any order, as the progression of knowledge and skills is across the years and key stages, not within a year group. So you can work through them in the order which most suits the rest of your curriculum time and requirements.

Can units be moved between year groups?

Units can be moved between year groups if the lesson content is adapted using the progression of skills and knowledge document. The KS1 units could be adapted to work in either Year 1 or 2, and across KS2 many units are movable to suit your children's needs.

Do the lessons within the topics need to be taught in order?

Lessons in the Art and design scheme are sequential, so should be taught in order. Each lesson builds on the previous one to provide opportunities for children to practice skills and apply their knowledge to consolidate learning.

What if we are short of curriculum time for Art and design?

We appreciate that curriculum time is short, which is why most of our units have five lessons. This allows space to finish work off at the end of a unit or supplement with a themed lesson to celebrate festivals and events, such as Mother's Day or Christmas. We also provide suggestions for which lessons can be omitted without affecting progression in our Long-term plan - Condensed curriculum.

If you alternate your Art and design and Design and technology provision each half term please see our Combined Art and design and Design and technology Long-term plan.

How can we make the Kapow Primary scheme of work fit with our topic learning?

Some units have a topic theme, however any unit can be adapted to work with an existing topic in your curriculum. Often the stimulus for the work can be replaced with something more relevant to a topic. Alternative units will also be added to the scheme.

Other useful documentation

There are a number of key documents that can support you in planning your **Art and design** scheme of work and they can be found on the <u>Subject planning page</u>. Some of these are also listed below:

- **✓** National curriculum mapping document
 - Shows how our scheme of work meets the National Curriculum requirements.
- Progression of skills document
 - Shows how understanding and application of key concepts and skills builds year on year.
- Art and design: List of artists
- Art and design: Equipment list
- Intent, Implementation, Impact statement
- Personal development, SMSC and British values mapping
- Progression of vocabulary
- Assessment spreadsheet



Suggested long-term plan: Art and design - Overview (EYFS and KS1)

The units within a single year group can be taught in ANY order.

All units contain 5 lessons unless stated otherwise.

	Unit 1	Un	it 2	Unit 3	Unit 4			
	Drawing	_	and mixed dia	Sculpture and 3D	Craft and design			
EYFS (Reception)	Marvellous marks	Paint m	y world	<u>Creation station</u>	<u>Let's get crafty</u>			
	Autumn craft	Christm	nas craft	Winter craft	Spring craft	Easte	r craft	Summer craft
	Autumn wreaths		lough ations	Threaded snowflakes	<u>Suncatchers</u>	Egg th	reading	Salt painting
	Unit 1			Unit 2	Unit 3			Unit 4
Year 1	Drawing	Paintin		g and mixed media	Sculpture and	3D	Cr	aft and design
rear 1	<u>Make your ma</u>	<u>rk</u>	!	Colour splash	Paper play		Woven wonders	
Year 2	Drawing	Painting a		g and mixed media	Sculpture and	3D	Cr	aft and design
ICAI Z	<u>Tell a story</u>	tory <u>!</u>		Life in colour	<u>Clay houses</u>			Map it out



Suggested long-term plan: Art and design - Overview (All year groups)

The units within a single year group can be taught in ANY order.

All units contain 5 lessons unless stated otherwise.

	Unit 1	Unit 2	Unit 3	Unit 4
	Drawing	Painting and mixed media	Sculpture and 3D	Craft and design
Year 3	<u>Growing artists</u>	Prehistoric painting	Abstract shape and space	Ancient Egyptian scrolls
Voor 4	Drawing	Painting and mixed media	Sculpture and 3D	Craft and design
Year 4	Power prints	<u>Light and dark</u>	Mega materials	<u>Fabric of nature</u>
Voor F	Drawing	Painting and mixed media	Sculpture and 3D	Craft and design
Year 5	<u>l need space</u>	<u>Portraits</u>	Interactive installation	<u>Architecture</u>
Year 6	Drawing	Painting and mixed media	Sculpture and 3D	Craft and design
	Make my voice heard	<u>Artist study</u>	Making memories	Photo opportunity



Suggested long-term plan: Art and design - Outline (EYFS: Reception)

	EYFS (Reception) units	EYFS	(Reception) seasonal crafts
	<u>Marvellous marks</u>	Autumn	Autumn wreaths Using natural items to create Autumnal wreaths.
Drawing	Exploring mark making and using the language of texture, children use wax crayons to make rubbings and chalk on different surfaces. They use felt tips to explore colour and pencils to create observational drawings of their faces.	Christmas	Salt dough decorations Creating and decorating Christmas tree decorations.
Painting and mixed	Paint my world	Winter	Threaded snowflakes Using threading skills to create snowflakes with pipe cleaners and beads.
media	Creating child-led paintings using fingers and natural items as tools, children learn that colours can be mixed and that paintings can be abstract or figurative. They make collages and explore different techniques for using paint when creating splatter pictures.	Spring	Sun catcher Collecting flower petals to create card suncatchers.
	<u>Creation station</u>	Easter	Egg threading Threading coloured wool to create an egg pattern.
Sculpture and 3D	Manipulating playdough and clay to make animal sculptures and their own creations, children begin to use language associated with forces: push, pull, twist etc. They create natural landscape pictures using items they have found outdoors.	Summer	Salt painting Creating bold paintings in salt and paint.
Craft and design	<u>Let's get crafty</u>		
Crart and design	Focussing on process over product, children develop their cutting, threading, manipulation and joining skills in this unit which culminates with designing a flower for a class flower garden.		



Suggested long-term plan: Art and design - Outline (KS1)

	Year 1	Year 2
	Make your mark	<u>Tell a story</u>
Drawing	Developing observational drawing skills when explorating mark-making . Children use a range of tools, investigating how texture can be created in drawings. They apply their skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman.	Using storybook illustration as a stimulus, children develop their mark making skills to explore a wider range of tools and experiment with creating patterned surfaces to add texture and detail to drawings.
	<u>Colour splash</u>	<u>Life in colour</u>
Painting and mixed media	Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by Clarice Cliff and Jasper Johns.	Taking inspiration from the collage work of artist Romare Bearden, children consolidate their knowledge of colour mixing and create textures in paint using different tools. They create their own painted paper in the style of Bearden and use it in a collage, linked to a theme suited to their topic or classwork.
	Paper play	<u>Clay houses</u>
Sculpture and 3D	Creating simple three dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculpture inspired by the 'Tree of life' screen at the Sidi Saiyyed Mosque. There are opportunities to extend learning to make a collaborative sculptural piece based on the art of Louise Bourgeois.	Developing their ability to work with clay, children 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.
	Woven wonders	Map it out
Craft and design	Learning fibre art skills such as plaiting, threading, knotting and weaving to create three-dimensional woven artworks inspired by artist Cecilia Vicuña.	Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. They 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.



Suggested long-term plan: Art and design - Outline (Lower KS2)

	Year 3	Year 4
	Growing artists	Power prints
Drawing	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.	Using everyday electrical items as a starting point, pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.
	Prehistoric painting	<u>Light and dark</u>
Painting and mixed media	Investigating making their own paints, making tools and painting on different surfaces, the children explore prehistoric art.	Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques.
	Abstract shape and space	Mega materials
Sculpture and 3D	Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro and Ruth Asawa.	Exploring 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 their own sculptures.
	Ancient Egyptian scrolls	<u>Fabric of nature</u>
Craft and design	Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll. Ideas are extended to create a modern response by designing a 'zine'.	Using flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric.



Suggested long-term plan: Art and design - Outline (Upper KS2)

	Year 5	Year 6
	<u>I need space!</u>	Make my voice heard
Drawing	Developing ideas more independently, pupils consider the purpose of drawings as they investigate how imagery was used in the 'Space race' that began in the 1950s. They combine collage and printmaking to create a piece in their own style.	On a journey from the Ancient Maya to modern-day street art, children explore how artists convey a message. They 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'.
	<u>Portraits</u>	<u>Artist study</u>
Painting and mixed media	Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media.	Identifying 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, they present what they have learnt about the artist.
	<u>Interactive installation</u>	Making memories
Sculpture and 3D	Using inspiration of historical monuments and modern installations, children plan by researching and drawing, a sculpture to fit a design brief. They investigate scale, the display environment and possibilities for viewer interaction with their piece.	Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning.
	<u>Architecture</u>	Photo opportunity
Craft and design	Investigating the built environment through drawing and printmaking, learning about the work of architect Zaha Hadid and creating their own building designs, creatively presenting research on artist Hundertwasser and exploring ideas behind the symbolism of monument design.	Exploring photography as a medium for expressing ideas, pupils investigate scale and composition, colour and techniques for adapting finished images. They use digital media to design and create photographic imagery for a specific design brief.



This page shows recent updates to this document.

Date	Update
05.07.22	Links updated to reflect units now available. Change in description of Y2 <i>Tell a story</i> unit, Y3 <i>Growing artist</i> unit Y4 <i>Mega materials</i> unit and Y5 Architecture unit.
15.07.22	EYFS units added.
29.08.22	Links updated to reflect units now available.
08.12.22	Links updated to reflect units now available.
18.01.23	Links updated to reflect the fact that the full art scheme is now available. Unit summaries updated to reflect published content.