Art

We want our learners to become artists by engaging all of their senses to explore, manipulate and create with a wide range of materials and tools. The curriculum will engage, inspire and challenge learners, encouraging them to investigate patterns, shapes, colours and textures. Learners will have the opportunity to explore the work of famous artists and be inspired to create their own range of 2D and 3D art work, following the themes and styles of the movement. Using a wide range of tools, including multi-media and ICT, learners will be able to express themselves creatively while developing their fine and gross motor skills, physical ability and own personal style. Drawing on the knowledge they have learned, learners will be able to demonstrate and communicate their likes, dislikes and preferences for mediums and materials.

Whilst we maintain high expectations and encourage rapid progress in all our learners, we recognise them as individuals who have, or are still overcoming multiple barriers to learning, considering their EHCP outcomes alongside a Personalised Learning Plan, that ensures the progress they make is meaningful and purposeful to their development.

	STAGE 1	STAGE 2	STAGE 3	Extended Learning
Artistic Representations including Sculpture 3D, Mosaics, Photography and Collage	Explore a range of materials - Clay - Playdough - Papier Mache Through - Touching - Poking - Squeezing - Stretching - Rolling - Kneading Create simple decorative patterns using beads, sequins or buttons Combine materials to make a collage Know how to take a photo using a camera or tablet	Shape malleable materials into different shapes - Sphere - Cylinder - Block - Cone Form malleable materials with a purpose in mind - Dish - Bead - Coil Create a simple repeating pattern using beads or other items of - Alternative colours - Alternative shapes	Refer to an example to design and create own simple product/ model, using clay, Modroc, Fimo - Jewellery - Animal figure - Pot - Tea cup Begin to know how to use tools to carve an object - Pumpkin - Soap - Clay Create own design using mosaic technique Choose appropriate colours, objects, textures to create a collage design	Know how to use a range of tools to create own model using clay, dough, wood, soft soap for a specific purpose Create own model out of clay drawing on sources from well know sculptures Know how to improve design
		Copy a simple design pattern representing these in collage - Flower - Face	Manipulate photos in an IT programme to - Change colour - Crop	11 11

		- Sunshine	Flip	
			- Flip	
		- Simple mandala	- Duplicate	
		Begin to know how to focus		
		on a subject and zoom in/out		
		when taking a photograph		
	touch, poke, squeeze, stretch, roll,	sphere, cylinder, block, cone,	decorate, design, Modroc, Fimo,	sculpture, model, improve,
	knead, colour, shape, size, collage,	model, malleable, shape dish,	tool, carve, design, mosaic,	purpose
Key Vocabulary	clay, playdough, Papier Mache	bead, coil, pattern, alternate,	technique	
	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	mandala	'	
	Mark make with a range of materials	Draw with increasing detail	Use marks and lines to experiment	Improve mastery of drawing,
	- Chalk		with textures;	with a range of materials
	- (Chunky) pens and pencils	Use a range of pencils, chalks	- Shading	- Pencil
	- Paint brushes	and pens to experiments with	- Blending	- Charcoal
		different line representations	- Stippling	- Pens
	Draw circles and lines	of varying thickness;	- Hatching	Use a sketchbook to draft and
	- In the air	- Straight	5	produce a final piece of work
	- In a variety of mediums	- Curved	Create simple observational	produce a rinar product it or it
	(water, gloop, shaving foam,	- Long	drawings	Begin to consider proportion and
	sand, mud)	- Short	- Still life	position when drawing
	- On paper and card	- Zig zag	- Buildings	position when drawing
Drawing/ Sketching	on paper and card	- Wavy	- Animals	
	Give meaning to the marks made	- Spiral	- People	
	Give meaning to the marks made	- Spirai	- reopie	
		Create simple drawings using		
		a range of materials including		
		(paint, chalk, paper, pencils,		
		pens)		6.7
		- Faces		
		- Flowers		- () -
		- Stick people/ animals		11.11
	mork drow sirely line shall no	- Buildings	shada bland stipple hatch	master sketch progratica
Kan Manahulan	mark, draw, circle, line, chalk, pen,	detail, line, thick, straight,	shade, blend, stipple, hatch,	master, sketch, proportion,
Key Vocabulary	pencil, paint brush, air, sand, paper,	curved, long, short, zig zag,	texture, observe	position, draft
	card	wavy, spiral, stick		

	Paint with thick paint brushes, fingers	Recognises primary colours	Know the names of and mix	Know how to use and combine a
	and sponges on different surfaces	- Red	primary and secondary colours	range of brushes, strokes and
	- Paper	- Yellow	referring to a colour wheel	painting tools to create different
	- Plastic	- Blue	referring to a colour wheel	effects to improve their painting
	- Wood	- Bide	Choose different brushes for a	enects to improve their painting
	- Cloth	Dip brushes into water and	purpose	
		•	purpose	
	- Cardboard	clean before changing colours	Uses a range of brushes, brush	
	Character 1: 11 and a state of	War ha land had a street	strokes and tools to create	
	Choose different paint colours	Know how to mix two primary	different effects	
		colours to make another	- Impasto	
	Mix paint colours together and notice	colour	- Scratching	
Painting	the effects	- R+Y= O		
		- B+Y = G	- Dripping	
	Mark make using an IT paint	- R+B = P	Creates different colour washes for	
	programme	- R+B+Y = Br		
	- Tablet		a background	
	- Eyegaze	Paint simple landscapes using		
	 Computer screen 	different colours for sky, land,	Creates a tint by adding	
		water	black/white	
	Begin to recognise primary colours			
	- Red	Know and choose functions of	Know how to save and edit	
	- Yellow	painting programme (colours	different pictures using IT paint	
	- Blue	and tools) and can create	programme	
		different pictures		
	brush, paint, colour, mix, paper,	primary, red, blue, yellow,	secondary, colour wheel,	combine, brush strokes, effect,
Kov Vosahularu	plastic, wood, cloth, cardboard, tablet,	clean, separate, landscape,	background wash, tint, effects,	improve
Key Vocabulary	Eyegaze, screen, red, yellow, blue	sky, land, water, orange,	impasto, scratching, dripping	
		green, purple, brown		
	Explore the art of a range of famous	Know that artists create art	Know names of some famous	Have a knowledge of a selection
	artists;	and that some of them are	sculptures and their work	of great artists in history
Range of Artists	- Kandinsky (circles and shapes)	famous	- Michelangelo (David)	
	- Paul Klee (fish)		- Andy Goldsworthy (natural	Research the work of different
	- Salvador Dali (face sculptures	Explore the art of a wider	patterns)	artists that inspire their own
	and portraits)	range of famous artists;	- Henry Moore (figures)	pieces of work
	and portraits)	- Picasso (faces and	Tiem y Moore (figures)	pieces of work
		portraits)		
		portraits		

		- Monet (water lilies)	Know names of some different	Describe the work of another
		- Bronwyn Bancroft	artists and look at work produced	artist and give a simple opinion
		(landscapes)	and different techniques used	about their work
			 Van Gough (sunflowers) 	- Like
			- Andy Warhol (pop art)	- Dislike
			- Frida Kahlo (portraits)	
			- Seurat (pointillism)	
			Begin to use ideas inspired by	
			artists in their own work	
	artist, famous, Kandinsky, Paul Klee,	Picasso, Monet, Bancroft,	technique, sculptor, Michelangelo,	history, opinion, like, dislike,
	Salvador Dali, circle, shape, fish,	landscape, surreal	Andy Goldsworthy, Henry Moore,	preference
Key Vocabulary	strange		Van Gough, Andy Warhol, Frida	
			Kahlo, Seurat, pointillism, pop art, portrait, inspired, influence	

