

Art & Design at Holy Trinity CE Primary



“Every child is an artist.” *Pablo Picasso*



Our curriculum **intent for Art & Design** is that every child will:

- be inspired and enthused by the creative element of art & design
- learn a range of skills to convey their creative ideas through various media
- understand and know about a range of artist, craft and designers that can inspire them
- enjoy learning about a range of art and appreciate it's place in our world

Implementation of the Art & Design Curriculum at Holy Trinity

We aim to develop meaningful links across other curriculum subjects for pupils to be able to apply and practice their art & design skills.

At Holy Trinity we have just introduced the Kapow scheme of work for art & design that we adapt to meet the needs of our pupils and fit in with our curriculum design. Following this scheme ensures that all National Curriculum objectives are delivered in every unit in every year giving the children a plethora of opportunities to learn, practise and refine their skills.

The **Impact** of the Art & Design Curriculum at Holy Trinity

Holy Trinity pupils have experience of developing their art and design skills during their time with us. Through being exposed to and studying a range of artists, crafters and designers, they have an understanding of a variety of art works. Offering pupils the opportunities to express themselves through art and design gives them the chance to express and develop their creative thinking. It can also serve as a very mindful and contemplative activity for children.

How does Art & Design fit into our School Vision?



Art & Design links/actions:

- Engage and inspire all pupils and give them regular opportunities to take part in skills-based art lessons
- Give pupils a sound knowledge of great artists, craft makers, architects, illustrators and designers
- Provide pupils with the skills that they need so that they are confident to experiment and create their own art, craft and design work
- Provide CPD for teaching skills in Art & Design based on Kapow SOW
- Liaise with cluster schools to look at Art & Design provision and how it is delivered
- Ensure pupils have access to high quality resources and materials
- Look into ways of funding further Art equipment using local schools and companies
- Ensure pupils have access to a secure, safe internet that allows them to access information they need to support their learning but in a very controlled, safe environment
- Be aware of new artists and media that would inspire pupils
- Research apps to install to support learning
- Continue our link with the Arts Society and have work of our pupils displayed at Sunningdale train station
- Artwork to be displayed in the church at various times throughout the year
- Forge links with other Art & Design subject leaders across the local cluster

Holy Trinity CE Primary Art & Design overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	DRAWING – MARVELLOUS MARKS - Observational drawings of themselves using mirrors. - Family portraits. - Leaf rubbings - Leaf silhouette. - Sponge painting. Key skills: - To explore making marks with wax crayons, felt tips, chalk, pencils. - To investigate the marks and patterns made by different textures. Key Vocabulary: Artist, Bumpy, Chalk, Circle, Colours, Curved, Drawing, Feeling, Felt tips, Hard, Line, Long, Mark, Mark making, Medium, Observational drawing, Observe, Oil pastel, Paint, Pattern, Pencils, Ridged, Rough, Rubbing, Self-portrait, Short, Smooth, Soft, Squiggly, Straight, Texture, Thick, Thin, Wavy, Wax crayons, Zig-zag	- Clay diva lamp - Clay hedgehogs - Stickman - Firework pictures - Poppy Fields Monet Key skills: - Moulding clay with hands and tools - Adding embellishments to clay models - Painting clay models - Fine motor drawing skills - Pencil grip	PAINTING AND MIXED MEDIA – PAINT MY WORLD - Making a boat that will float - The Dot Key skills: - To explore paint through finger painting. - To describe the texture and colours as they paint. - To talk about their work and decide whether it is abstract or figurative. - To create natural paintbrushes using found objects. - To use natural paint brushes and mud paint to create artwork. - To use paint to express ideas and feelings - To use loose parts to create transient art. - To create landscape artwork inspired by the work of Megan Coyle. Key Vocabulary: Collage, Create, Cut, Dab, Design, Dot, Flick, Glide, Glistening, Glossy, Landscape, Permanent, Rip, Shiny, Silky, Slimy, Slippery, Smooth, Splat,	SCULPTURE AND 3D – CREATION STATION - Large scale painting of a dinosaur or crocodile - Designing and painting own egg Key skills: - To explore clay and playdough and its properties. - To use tools safely. - To create natural 3D landscape pictures using found objects. - To create a design for a 3D animal sculpture. - To create a 3D animal sculpture and paint it. Key Vocabulary: 3D art, Bend, Clay, Chop, Collage, Cut, Evaluate, Flatten, Join, Landscape, Pinch, Plan, Poke, Pull, Push, Reflect, Roll, Sculpture, Silky, Slimy, Slippery, Smooth, Squash, Squelchy, Sticky, Stretch, Twist, Wet	- Van Gogh – Sunflower painting - Collage of the natural world Key skills: - Fine motor skills – painting - Pencil grip - Colour choice - Cutting and sticking - Scissor skills	CRAFT AND DESIGN – LET'S GET CRAFTY - Henri Matisse – The Snail - Watercolours 'when I grow up...' Key skills: - Cutting skills - Threading skills - Joining materials Key Vocabulary: Bend, Blades, Crease, Create, Cut, Design, Flange, Fix, Fold, Glue, Handle, Join, Paper clip, Pattern, Pinch, Plan, Pull, Push, Rip, Roll, Scissors, Scrunch, Slot, Snip, Split pin, Straight line, String, Strip, Sturdy, Tape, Thread, Tie, Wave, Wobbly, Wrap, Zig-zag

'I know that there is nothing better for people than to be happy and to do good while they live.' Ecclesiastes 3:12

Art & Design at Holy Trinity CE Primary School

Splatter, Squelchy, Stick,
Sticky, Sweep, Swirl, Swish,
Tear, Temporary, Transient
art, Wet, Wipe

Year 1 Art & Design Knowledge Organisers

Year 1	<u>Year 1 Art & Design Knowledge Organisers</u>			
	DRAWING – MAKE YOUR MARK	CRAFT AND DESIGN - EMBELLISHMENTS	PAINTING AND MIXED MEDIA – COLOUR SPLASH	SCULPTURE AND 3D – PAPER PLAY
	Elements of Design: mark making Artist: Bridget Riley Zaria Forman Paul Klee Final artwork: collaborative piece (seascape) and individual castle drawings in the style of Paul Klee. Observational still life of fruit drawings. Media: various pens, pencils on paper. Pupils will know: • How to create different types of lines. • How to explore line and mark-making to draw water. • To draw with different media. • How to develop an understanding of mark-making. • How to apply an understanding of drawing materials and mark-making to draw from observation. Key Vocabulary:	Elements of Design: 3D shape Artist: Final artwork: Christmas salt dough decorations Media: salt dough/clay + added decorations – sequins, buttons, jewels Pupils will know: • H Key Vocabulary:	Elements of Design: colour mixing Artist: Clarice Cliff, Jasper Johns, Kandinsky Final artwork: Space Pattern inspired by Kandinsky Media: paint and different surfaces Pupils will know: • The primary colours: red, yellow, blue • How to create the secondary colours: orange, purple, green • How to make green: yellow + blue • How to make orange: red + yellow • How to make purple: red + blue Key Vocabulary: Hue, shade, primary colour, secondary colour, pattern, mix, blend, print, shape, texture, space, thick	Elements of Design: 3D shapes and structures Artist: Louise Bourgeois + 'Tree of Life' sculpture at Sidi Saiyyed Mosque Final artwork: paper sculpture of choice Media: card, paper Pupils will know: • How to roll paper to make 3D structures. • How to shape paper to make 3D drawing. • How to apply paper shaping skills to make an imaginative structure. • How to work collaboratively to plan and create a sculpture. • To apply painting skills when working in 3D. Key Vocabulary: Sculpture, 3D, cylinder, curve, loop, concertina, overlap, spiral, zig-zag, carving, mosaic, image.

	Line, vertical, horizontal, diagonal, wavy, straight, cross-hatch, 2D shape, 3D shape, abstract, printing, shade, form, mark-making, observe, dots, circle, lightly, firmly, texture, shadow, charcoal, pastel, chalk.			
<u>Year 2 Art & Design Knowledge Organisers</u>				
Year 2	DRAWING – TELL A STORY Elements of Design: line drawing including facial expressions Artist: Quentin Blake Final artwork: illustrating Little Red Riding Hood Media: Charcoal Pupils will know: - How to develop a range of mark-making techniques. How to explore and experiment with mark-making to create textures. How to develop observational drawing. How to apply expressions to illustrate a character. - How to develop illustrations to tell a story. Key Vocabulary: Charcoal, mark-making, lines, thick, thin, texture, stippling, hatching, cross-hatching, scribbling, blending, sketch, illustrator, illustrations, expression, emoji, emotion, storyboard, frame, concertina.	SCULPTURE AND 3D – CLAY HOUSES Elements of Design: 3D – combining clay Artist: Ranti Bam & Rachel Whiteread Final artwork: Clay thumb pots Media: Clay Pupils will know: How to shape clay with hands. How to make marks in clay by pressing into it. How to join clay using 'score and slip' technique. - How to design a clay tile. - How to evaluate clay work Key Vocabulary: Roll, smooth, flatten, shape, cut, pinch pot, thumb pot, ceramic, score, slip, surface, join, sculptor, sculpture, negative space, 3D, in relief, detail, impressing.	PAINTING AND MIXED MEDIA – BESIDE THE SEASIDE Elements of Design: colour mixing Artist: Impressionists Final artwork: Mixed-media and paint seaside picture Media: Paint Pupils will know: <i>* check pupils remember primary & secondary colours from Y1 unit</i> How to create more colours by mixing 2 secondary colours. How to make colours lighter or darker - How to choose painting tools to create a texture. How to choose collage materials based on colour and texture	CRAFT AND DESIGN – MAP IT OUT Elements of Design: Abstract art Artist: Susan Stockwell, Kim Soon Im, Josef Albers, Eduardo Paolozzi, Matthew Cusick Final artwork: collaborative local area artwork Media: printing, felting, poster paint Pupils will know: - How to investigate maps as a stimulus for drawing. How to make felt. How to shape wool by twisting and tearing it. - How to cut, layer and arrange shapes to make an abstract map. How to draw onto a polystyrene tile to create a print tile. How to print using their tile. How to evaluate their artwork and that of others. Key Vocabulary: Shape, texture, pattern, felt, fibre, viewfinder, abstract, compositions, gallery, design brief, evaluate, print.

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			How to talk about how I could improve my work Key Vocabulary: Secondary colour, primary colour, mix, tone, shade, lighter, darker, texture, material, overlap, evaluate, improve.			
Year 3 Art & Design Knowledge Organisers						
Year 3	PAINTING AND MIXED MEDIA – PREHISTORIC PAINTING Elements of Design: Making own paints & tools Artist: prehistoric cave art Final artwork: making own paint and tools to re-create cave art Media: paints on different surfaces Pupils will know: - How to use scale to enlarge drawings. - How to create paints using natural ingredients. Key Vocabulary: Charcoal, composition, negative image, pigment, positive image, prehistoric, proportion, smudging, scaled up, sketch, texture, tone.	CRAFT AND DESIGN – ANCIENT EGYPTIAN SCROLLS Elements of Design: colour, scale and pattern Artist: Ancient Egyptian art Final artwork: create own paper scroll Media: papermaking Pupils will know: - How to investigate the style, pattern and characteristics of Ancient Egyptian art. - How to apply design skills inspired by the style of an ancient civilisation. - How to apply understanding of ancient techniques to construct a new material (make paper). - To apply drawing and painting skills in the style of an ancient civilisation.	SCULPTURE AND 3D – ANCIENT EGYPTIAN CANOPIC JARS Elements of Design: free-standing sculptures Artist: Ancient Egyptian sculpture Final artwork: Canopic jars Media: using Modroc Pupils will know: How to Key Vocabulary:	DRAWING - GROWING ARTISTS Elements of Design: scale and tonal shading Artist: Georgia O'Keefe, Maud Purdy Final artwork: observational flower drawings Media: 2B pencils Pupils will know: - How to use shape in observational drawing. - How to create tone in drawing by shading. - How texture can be created and used in drawing.	SCULPTURE AND 3D – ABSTRACT SHAPE AND SPACE Elements of Design: free-standing sculptures Artist: Anthony Caro, Ruth Asawa Final artwork: 3D sculpture Media: range of materials Pupils will know: Key Vocabulary:	DRAWING – ARTIST STUDY Elements of Design: Artist: Romero Britto Final artwork: produce a named sign using complementary colours Media: felt tips Pupils will know: Key Vocabulary: Secondary colour, primary colour, complementary colour

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		How to apply and understanding of Egyptian art to develop a contemporary response. Key Vocabulary: Papyrus, colour, composition, pattern, technique, scroll, imagery, layout, zine.		How to apply observational drawing skills to create detailed studies. Key Vocabulary: Geometric, organic, shape, line, object, arrangement, light, dark, shading, tone, grip, smooth, blend, frottage, rubbing, surface, texture, pressure, tool, tear, cut, botanist, magnified, form, scale, frame.	
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[Year 4 Art & Design Knowledge Organisers](#)

Year 4	SCULPTURE AND 3D – MEGA MATERIALS	PAINTING AND MIXED MEDIA – LIGHT AND DARK	DRAWING – POWER PRINTS
	Elements of Design: sculpture Artist: Barbara Hepworth, Sokari Douglas-Camp, Magdelene Odundo, Jaume Plensa, El, Anatsui Final artwork: Iron Man sculpture Media: soap carving, wire sculptures, weaving, Pupils will know: - How to develop ideas for 3D work through drawing and visualisation in 2D. to use tools and my hands to carve, model and refine a sculpture. To work safely with the carving tools. - How to make a wire sculpture: How to bend the wire to make shapes. How to join wire by twisting and looping it. - How to add details using smaller pieces of wire.	Elements of Design: colour mixing using shades and tints to create 3D painting Artist: Final artwork: Still life painting of Roman Soldier/Life in Roman Britain Media: painting Pupils will know: How to apply paint in different ways. How to mix tints and shades of a colour. How to use shades and tints to give a 3D effect when painting. How to consider proportion and composition when painting. Key Vocabulary:	Elements of Design: Artist: Georges Seurat, Ed Ruscha, Fernando Botero, Alberto Giacometti, Henry Moore, Henri Matisse Final artwork: Media: printing, charcoal Pupils will know: How to use tone to create a 3D effect. How to explore proportion and tone when drawing. - How to use shading techniques to create pattern and contrast. How to develop drawings into prints. Key Vocabulary: Contrast, observational drawing, shading, shadow, tone, gradient, 3D, proportion, symmetry, pattern, composition, mixed media, wax-resist, highlight, combine, parallel, hatching, cross-hatching, figurative, monoprint, block print.

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How to choose and join a variety of materials to create a sculpture. Key Vocabulary: 2D, 3D, sculpture, tone, form, carving, model, hollow, figurative, texture, surface, join, pliers, secure, mesh.	Portrait, landscape, shadow, tint, shade, texture, contrasting, vivid, muted, figurative, dabbing paint, stippling paint, paint wash, pointillism	
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Year 5 Art & Design Knowledge Organisers

Year 5	DRAWING – I NEED SPACE Elements of Design: Collage and printmaking Artist: retrofuturism – art produced between 1950 and 1960 Final artwork: Collagraph printing plate Media: printing (mixed textures) Pupils will know: - How popular culture can influence art and design. - What retrofuturism means. - How to evaluate different images using the formal elements. How to use a range of processes to create a drawing in sketch book to capture ideas. What collagraphy printing is. - How to make a print plate using a variety of materials. - I can select appropriate tools and materials. - I can choose a drawing technique to produce my drawn idea. I can evaluate my work to make improvements Key Vocabulary: Printing ink, palette, roller,	PAINTING AND MIXED MEDIA - PORTRAITS Elements of Design: collage, mixed media to create a desired effect Artist: Chila Kumari, Vincent van Gogh, Frida Kahlo, Sonia Boyce, Njideka Akunyili Crosby Final artwork: monoprint self-portrait using mixed media Media: range of material and printing Pupils will know: How to draw a portrait using a continuous line method. - How to change the background to change the effect of the painting. - How to use technology (taking photos) to use in art. How to create a mixed media self-portrait. Key Vocabulary: Background, continuous line drawing, portrait, self-portrait, paint wash, collage, texture, composition, carbon paper, transfer, printmaking, monoprint, mixed media, multi media, atmosphere, art medium.	SCULPTURE AND 3D – INTERACTIVE INSTALLATION Elements of Design: installation art - 3D art Artist: Cai Guo-Qiang Final artwork: own installation art that communicates an idea. Coastal landforms clay sculptures. Media: 3D materials/objects Pupils will know: What installation art is and how it portrays a message. How to construct 3D art works. How to plan an installation that communicates an idea. Key Vocabulary: Display, installation art, analyse, scale, 3D, art medium, performance art, props, experience, culture, concept, interactive.	CRAFT AND DESIGN - ARCHITECTURE Elements of Design: architecture Artist: Zaha Hadid, Hundertwasser, Final artwork: research, plan and draw a sculpture/monument Media: pencil drawing, mono printing, Pupils will know: How to apply observational drawing skills to interpret forms accurately. How to develop a drawing into a print. Key Vocabulary: Architecture, composition, design, evaluate, proportion, perspective, birds eye view, monoprint, monument, style.
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Year 6 Art & Design Knowledge Organisers

Year 6	Year 6 Art & Design Knowledge Organisers			
	DRAWING – MAKE MY VOICE HEARD	PAINTING AND MIXED MEDIA – ARTIST STUDY	CRAFT AND DESIGN – PHOTO OPPORTUNITY	SCULPTURE AND 3D – MAKING MEMORIES
	Elements of Design: mark-making, tone, light & dark 'chiaroscuro' technique Artist: Picasso, Kathe Kollwitz Final artwork: line drawing on subject of pupils choice - something they feel passionate about Media: pencil Pupils will know: • How artists convey a message. • How symbolism in art can convey meaning. • How to use Chiaroscuro (using light & dark) to create effect in drawing. • How to apply the techniques, skills and inspiration from artists studied across this unit Key Vocabulary: Symbolism, chiaroscuro, tone, light, dark, shade, tint	Elements of Design: analysing and finding meaning in a variety of art work. Understand how art can tell stories. Artist: David Hockney, Paula Rego, John Singer Sargent, Fiona Rae, Lubaina Himid Final artwork: using sketchbooks to build ideas gathered from analysing a range of artists to produce own painting Media: paint Pupils will know: • That artists tell stories or show feelings in their artwork. • How to interpret a picture and suggest its meaning. • How to look closely at a picture and notice details, describing them using the formal elements. • How to discuss the work of another artist • How to research a chosen artist • How to use their sketchbooks to collect ideas and inspire themselves. Key Vocabulary: Compositions, evaluation, medium, mixed media, technique, analyse, meaning, interpret, inference, convey, compose.	Elements of Design: photography Artist: Hannah Hoch, Edward Weston, Derrick O Boateng, Chuck Close Final artwork: digital art using cameras and devices Media: photography/digital imagery Pupils will know: • How to create a photo montage • How to create abstract photographic art Key Vocabulary: Photomontage, image, dada, composition, arrangement, layout, cityscape, macro, monochrome, album, saturation, emulate, software, focus, frame, photorealism.	Elements of Design: 3D multi-media Artist: Final artwork: 3D model to represent their time at Holy Trinity Media: various 3D (clay, wire sculpture) Pupils will know: • H Key Vocabulary:

National Curriculum: Art & Design

Purpose of study

Art, craft and design embody some of the highest forms of **human creativity**. A high-quality art and design education should **engage, inspire and challenge** pupils, equipping them with the knowledge and skills to **experiment, invent and create their own works of art**, craft and design. As pupils progress, they should be able to **think critically** and develop a more rigorous understanding of art and design. They should also know how art and design both **reflect and shape our history**, and contribute to the **culture, creativity** and **wealth** of our nation.

Aims

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Attainment targets

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

Subject Content

Key Stage 1

Pupils should be taught:

- 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**

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Key Stage 2

Pupils should be taught to **develop their techniques**, including their **control** and their **use of materials**, with **creativity, experimentation** and an increasing awareness of **different kinds** of art, craft and design.

Pupils should be taught:

- 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.