

## Art Curriculum – 2 Year Cycle

### KS2 – years 3 and 4



### Intent

Learning is a change to long term memory. Our aims are to ensure that our students experience a wide breadth of study based on the national curriculum and have, by the end of each key stage, long-term memory of curriculum knowledge.

We aim to engage, inspire and challenge pupils, equipping them with the knowledge to experiment, invent and create their own works of art, craft and design. As pupils progress, they will understand how art and design reflects our history and contributes to the cultural and diversity of our world in which we live.

Through our Art and Design curriculum, we intend to inspire pupils to develop a love of art, craft and design which stimulates creativity, imagination and enriches their lives.

### Implementation

Art and Design is taught through the 'Threshold Concepts' of Develop Ideas, Master Practical Skills and Takes Inspiration. Each threshold concept is split into knowledge categories that teachers will explore with the children. Deliberate practise of these, whereby knowledge will be revisited again and again, will enable a gradual deepening of their understanding. We believe that learning is most effective with this spaced repetition and the interleaving between topics and frequently revisiting them, aids long term retention.

Teachers will utilise artefacts, a variety of media and materials, purposeful experiences through visits and visitors, and a range of teaching styles in order to develop their understanding of Art and Design so that it is in their long-term memory.

### Impact

Because learning is a change to long term memory it is impossible to see impact in the short term. However, we do use probabilistic assessment based on deliberate practise. This means that we look at the practices taking place to determine whether they are appropriate, related to our end of key stage goals. We use comparative judgements against Milestone statements, in the tasks we set (POP tasks) and in tracking students' work over time. We use lesson observations to see if the pedagogical style matches our depth expectations.

Impact is also measured through key questioning skills built into lessons, child-led assessment against the objective (WAGBA), and summative assessments aimed at targeting next steps in learning.

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Year Group	Cycle	Autumn	Spring	Summer
3/4	<b>A</b>	Theme-Symbolism  Painting/ Drawing	Theme- Animals  Drawing/Sculpture	Theme- Abstract Art  Printing Digital art
	<b>B</b>	Theme- All work and No Play Collage/ Drawing	Theme- A Journey into space Painting/Drawing	Theme- Art Deco Sculpture Textiles

### Key Stage 2 Teaching Sequence for Art (Milestone 2) CYCLE A

Each term includes the Key concepts of: *Developing ideas, Mastering techniques, Taking inspiration from the Greats*

Weeks	Autumn Term	Spring Term	Summer Term
<b>Topic Title:</b>	<b>Key Elements- Colour/Pattern Printing/Drawing Symbolism- Munch (Modern)</b>  <b>Cold Task-</b> Draw an elephant	<b>Key Elements- Form/tone/ texture Sculpture/ Drawing-animals Rosa Bonheur /George Stubbs - (traditional)</b>	<b>Key Elements- Colour/ shapes/ line Painting Abstract- Kandinsky (Modern) Sonia Delauney (Contemporary) Digital art</b>
<b>1</b>	<p><i>Developing ideas/ Taking inspiration</i></p> <p>Symbols and emotions- How do these symbols make you feel? Sketch symbols for sadness, love, anger- fast sketch</p> <p>Look at symbolism (artists)- emotions through colour/ symbols Darkness Redon- Crying Spider Garden of Death</p> <p><b>Draw from imagination</b> Sadness image(imaginative) Charcoal- Think about light and dark parts</p>	<p><i>Mastering techniques</i></p> <p>How do we make drawings look more real?- <b>Shading-</b> Light experiment</p> <p>Experiment with side of pencil and pencil hardness in sketchbooks Add shading to shapes- different light angles</p> <p><i>Developing ideas/ Taking inspiration</i></p> <p><b>Explore art</b> Present images of animals in art through time, what might theme be? Can they recognise any time periods, order? Identify light and dark in images of animals</p>	<p><i>Developing ideas/ Taking inspiration</i></p> <p><b>Collect and comment on art using visual language</b> Introduction to Abstract art – artists / styles / colour theory Collect images in sketch that they like- annotate</p> <p>Pier Mondarian/ Sonia Delauney/ Richard Smith Short/ fast Drawings- lines/ shape in the image</p> <p>Select and replicate an image- oil pastels- draw first</p>
<b>2</b>	<p><b>Retrieval:</b> What emotions do you feel towards...</p>	<p><b>Retrieval-</b> Identify light/dark and shade in images- George Stubbs horses Annotate in sketch</p>	<p><b>Retrieval</b> Experiment with hardness of pencil sets- thick and thin lines- shapes</p>

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<p><b>3</b></p>	<p><b>Mastering techniques</b></p> <p>Experimenting with creating mood with colour Mood boards for emotions</p> <p>Discuss pencil hardness- experiment- what kind of lines for happiness? Light or dark? Create love/happiness image (imaginative)- <b>Experiment with hardness of pencil sets- lines</b> Use colour to show emotion</p>	<p><b>Mastering techniques</b></p> <p>. Tone what does it mean/ why needed- Apple study- varied tones Introduce hatching and cross hatching- trial- pencil/ pens- tone charts</p> <p>Add above to animal outlines</p> <p><b>Developing Ideas</b></p> <p>Gather images of animals they find interesting- homework</p>	<p><b>Mastering techniques</b> <i>It's time to shine!</i></p> <p>Mixing colours effectively- Recap-primary to secondary <b>Focus Lighten and darken- tints and hues</b></p> <p>Experiment with brushes- thick, thin</p> <p><b>Replicate techniques</b> Create own Abstract art with colours- shapes/line</p>
<p><b>4</b></p>	<p><b>Retrieval- Colours and mood discussion</b></p>	<p><b>Retrieval-</b> Use pencil pressure to add tone to a cat outline</p>	<p><b>Retrieval – colour theory</b></p>
<p><b>5</b></p>	<p><b>Taking inspiration</b> Artist spotlight- Munch <b>Comment on artwork using visual language</b> Discuss lines/ colours Annotate his work in sketch books</p> <p><b>Developing Ideas</b> <b>Create original piece based on studies of others</b> Draw own designs to express emotion (scream inspired)</p>	<p><b>Taking inspiration</b> Rosa Bonheur Style/ work/ sculptures <b>sketch lightly her work</b> add shading/ tone</p> <p>Observational drawing- dog study (real) <b>Sketch lightly- no rubbing out</b> Add detail differences in lines with different hardness pencils</p>	<p><b>Take inspiration</b> Artist spotlight- Kandinsky His Principles- use of lines <b>Understand the work/ processes of an artist</b></p> <p><b>Mastering techniques</b> Experiment with watercolours for mini washes in sketch-</p>
<p><b>6</b></p>	<p><b>Retrieval- Munch</b></p>	<p><b>Retrieval-</b> Use cross hatching to add tone to a cat outline</p>	<p><b>Retrieval-</b> Draw lines/ shapes on mini washes</p>
<p><b>7</b></p>	<p><b>Mastering techniques</b> What is print in the real world? Lithograph</p> <p><b>Print with colours of 2 or more layers</b> Polysheet <b>prints-</b> based on image from last lesson</p>	<p><b>Mastering Techniques</b> Clay- <b>experiment with clay techniques and texture</b> Experiment with slabbing and adding texture how can this show movement of fur</p> <p>Clay sheets</p>	<p><b>Developing Ideas</b> Own designs for abstract art- thick, thin lines Consider colours for mood- cold/warm?</p> <p><b>Mastering techniques</b></p>

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	Mood and colour	Combine shapes Clay- Cross hatch to attach Legs/ tail/ head	Use thick and thin brushes to create shapes and lines on watercolour background.
<b>8</b>	Retrieval- Appreciate and suggest alterations to print.	Retrieval- develop ideas- return to animal images collected decide and discuss how will add detail	Retrieval- Sort warm and cold colours- colour swatches
<b>9</b>	Mastering techniques Patterns- natural and built environments Drawing exploration  Discuss how patterns could show emotions- Sketch own block designs for emotions Make own printing blocks based on a pattern- coiled string	Mastering Techniques Create clay forms with texture/ detail Use clay to create own animal decided in sketch book.	Mastering Techniques Painting on a different medium- canvas (mini) Create whole class art- in one colour per canvas- different shades
<b>10</b>	Retrieval- Patterns	Retrieval- Record a sound recording to match sculpture. How could it be used?	Retrieval Gallery discuss art work
<b>11</b>	Mastering techniques Create precise repeating pattern from blocks Use own printing blocks to create pattern  Evaluate own work and development	Make alterations to art- discuss kilns Glaze clay with PVA to seal/ paint  Ongoing project- Join recycled materials to create a large- scale sculpture- small groups	Mastering Techniques Digital media- Create images/ abstract art Explain art
<b>12</b>	POP TASK	POP TASK- Create weavings- used in Easter craft	POP TASK Hot task- drawing

**Key Stage 2 Teaching Sequence for Art (Milestone 2) CYCLE B**  
**Each term includes the Key concepts of: Developing ideas, Mastering techniques, Taking inspiration from the Greats**

Weeks	Autumn Term	Spring Term	Summer Term
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Topic Title:	Key Elements-Line/ Shape/ texture All work no play Drawing/ mixed media collage Genre Paintings-(Traditional) Lowry (Modern) <b>Cold Task- castle</b>	Key Elements- Colour, tone, texture Journey to Space Painting/Drawing Robert McCall (Contemporary)	Key elements- shape/form/pattern Art Deco Sculpture/Textiles Clarice Cliff/ William De Morgan
<b>1</b>	<p><i>Develop ideas/ take inspiration</i></p> <p>Introduction to working life art 'genre paintings' peasant, Victorian, London, Paris – Brueghel, Wright. Ford Madox brown</p> <p><i>Mastering Techniques</i></p> <p>Drawing- <b>Using view finders</b>- focus on person in an image- stance?</p>	<p><i>Develop Ideas/ Taking Inspiration</i></p> <p><b>Commenting on artwork using visual language</b></p> <p>Introduction to theme painting – artists /styles /process/ techniques Hardy/ Bonestell- one research, one imagination</p> <p><i>Mastering Techniques</i></p> <p><b>Light, shade and shadow</b>- look at it in images Draw then add light and shadow to rocket</p>	<p><i>Mastering Techniques</i></p> <p><b>Shape and stitch-</b> Quilt and Pad own square</p>
<b>2</b>	<p><b>Retrieval-</b> Hardiness of pencils- how vary?</p>	<p><b>Retrieval-</b> add light and shade to changing moons</p>	<p><b>Retrieval-</b> identify art deco images</p>
<b>3</b>	<p><i>Mastering Techniques</i></p> <p>Drawing- <b>Sketch lightly</b> to begin when drawing landmarks- (Observational)</p> <p>Explore overlap and <b>montage</b> with black country landmarks</p>	<p><i>Mastering Techniques</i></p> <p>Colour- <b>Tertiary colours-</b> experiment</p> <p>Try <b>paint techniques-</b> splattering/ double loading technique</p>	<p><i>Develop Ideas/ Taking Inspiration</i></p> <p>Develop ideas from different starting points Art Deco- Artists like Rene Lalique, William De Morgan, Sketch Willam De Morgan nature inspired prints</p> <p>Design own square based on nature designs - sketch books- adapt ideas as they work</p>
<b>4</b>	<p><b>Retrieval-</b> draw from observation children's toys</p>	<p><b>Retrieval-</b> Colours- Tertiary/ Colour wheels</p>	<p><b>Retrieval</b></p>
<b>5</b>	<p><i>Take inspiration</i></p> <p><b>Artist spotlight: lowry</b> Process/history/ 5 colours</p> <p>Drawing- <b>replicate artist style</b> use charcoal to create people outlines (head down)- rubber, thumb</p>	<p><i>Develop Ideas/ Taking Inspiration</i></p> <p>Artist spotlight: Artist appreciation/history-Robert McCall</p> <p>Imaginative drawing- Alien drawings- add tone through hatching/cross</p>	<p><i>Take Inspiration</i></p> <p>Artist Spotlight: Clarice Cliff Style/ techniques/ appreciation</p> <p>Draw from observation- vases and teapot incorporate drawing techniques</p>

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			<i>It's time to shine!</i>
<b>6</b>	<b>Retrieval</b> - plan ideas for Lowry inspired piece	<b>Retrieval</b> - Add a shadow to alien	<b>Retrieval</b>
<b>7</b>	Texture- Explore materials for effect- discuss mixing media  Create Lowry inspired setting piece with collage and other drawing media  <b>Select and arrange materials</b> - Move things around/ trial and error Think about sizes of things Ensure work is precise.	<b>Master techniques</b>  <b>Use brushes to experiment with texture</b> Experiment with brushes to create texture/ pattern Introduce Impasto, scraping- create planets  Drawing astronaut- use <b>hardness pencils</b> to show tone, add a shadow	<b>Mastering Techniques</b>  Patterns- Continue patterns- half an Art Deco image- consider size and shape Experiment with own repeating patterns  <b>Design</b> own vase/ teapot/ lampshade to build from card. Draw from different angles. Think about texture and pattern.
	<b>Retrieval</b>	<b>Retrieval</b> - Discuss paint techniques	<b>Retrieval</b>
<b>9</b>	<b>Coiling</b> - create own coiled image Explore different methods as ideas develop	<b>Developing Ideas</b> Drawing own space image for next week- annotate to explain ideas  <b>Mastering Techniques</b> Sketch lightly the image ready to paint water colour backwash	<b>Mastering Techniques</b> Sculpting with card- <b>create and combine shapes- nets</b> Add paper mache to change texture and make sturdy
<b>10</b>	<b>Retrieval</b>	<b>Retrieval</b>	<b>Retrieval</b>
<b>11</b>	Collect visual information- images of tessellation  Tessellation with 2D shape- no overlap or gaps	<b>Mastering Techniques</b> Paint own space image <b>Use paint techniques</b>	<b>Mastering Techniques</b> <b>Add materials to provide interesting detail</b> Include texture/ patterns to express
<b>12</b>	<b>POP TASK</b>	<b>POP TASK</b>	<b>POP TASK</b>