| Michael Faraday Art Curriculum Map 2023/24 | | | | | |
|--|---|---|--|---|--|
| 35 | Key Skills | Autumn Drawing and Painting | Spring Painting and mixed media | Summer Sculpture and 3D | |
| Nursery | Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises. Show different emotions in their drawings and paintings Explore colour and colour mixing. | Colours Colour mixing and mark making | Paint my world Collage | Creation Station Clay animals | |
| Reception | Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills. | | | | |
| Year 1 | Mix primary colours. Use glue and paint effectively. Glue and paste carefully. Shape and model using media such as clay Build a construction/sculpture from a variety of objects. Demonstrate some knowledge about the work of a range of artists, craft Makers and designers. | Butterflies Observational Drawings | Colour Splash Exploring Paint | Paper Play Giant spider model | |
| Year 2 | Use a range of tones using a single pencil. Mix a range of colours (e.g. Secondary). Investigate texture with paper e.g. Scrunching and screwing paper up to create a composition. Construct from found junk materials. Replicate patterns and textures in a 3-d form. Discuss the work of a range of artists, craft makers and designers, making links to my own work. | Rainforest Tone, background and foreground | Life in colour Collage | Clay Houses House Tiles | |
| Year 3 | Experiment with different types of line to create a composition. Predict colour mixing results with increasing accuracy – colour wheel. Shape, form, model and construct from observation (3d sculpture). Create repeating patterns (printing). Adapt and improve my own work. | Fish Shading to create tone and mixing watercolours | Prehistoric Painting Cave wall painting | Shape and space Abstract Sculpture | |
| Year 4 | Draw whole sketches with detail of surrounds (i.e. Including the background.) Understand how to use tints and tones - to lighten and darken with the use of black and white. Shape, form, model and construct from imagination (3d sculpture). Use printing techniques such as relief works (batik) and tie-dye. Identify the different forms art takes: books, pictures, wallpaper, fabrics Look at and talk about the work of other artists. | Birds Texture with oil pastels | Light and Dark Still Life | Mega Materials Wire Sculptures | |
| Year 5 | Begin to create in-depth composition through the use of very simple perspective. Draw the layout of the face and figure. Confidently work from direct observation. Confidently apply paint to large flat areas of colour and use appropriate brushwork to the method of painting. Shape, form, model and join with confidence (3d sculpture). Comment on ideas, methods and approaches in my work and the work of others. | Zebras Tone and texture with chalk and charcoal | Portraits Mixed media portraits | Interactive Installations Creative installations | |
| Year 6 | Use perspective in my drawings. Select different techniques for different purposes: shading, smudging, etc. Take into account the properties of media being used and use appropriate media for a specific purpose (3d sculpture). Explore and experiment to plan and collect source material for future work. Look at and talk about the work of other artists (about great artists, architects and designers in history). | Flowers Tone and shading with watercolour and oil pastels | Artist Study | Making memories Memory Museum | |