

Curriculum Overview: Creative Learning – music, art and IT

We want our pupils to:

- Develop the skills required to express themselves effectively.
- Be inspired by the work of others and develop an understanding of how today's culture has been influenced by history.
- Notice similarities and difference.
- Achieve success and discover skills that they are able excel in, enabling children to develop a growth mindset.
- Give children the skills to use creativity as a tool for regulation.
- Develop skills to keep them safe when using technology.
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- Develop skills in art, music and IT that can be used in future careers, giving children an insight into the possibilities of their future within these fields.

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
A	Chill out - Ocarinas Typing, word processing and spreadsheets		Music at the movies Coding - micro bits		Expressionism – Edvard Munch, Paul Klee, Kandinsky - paint	Van Gough – shading/charcoal
B	The blues - improvisation Online Safety		The evolution of music Introduction to AI		Pop Art – Andy Warhol, Roy Roy Lichtenstein – oil pastels	Picasso – collage/chalk pastels
C	Rhythm, call and response – playing untuned instruments. Effective searching		Disco – playing a tuned instrument - keyboard, playing in an ensemble. Coding – scratch		Graffiti – colour theory, Maya Hayuk, Banksy, Keith Harding - pens	Monet – oil pastels