



Nene Valley Primary School

ART AND DESIGN CURRICULUM MAP

	Phase 1/2		Phase 3/4		Phase 5/6	
	Cycle A	Cycle B	Cycle A	Cycle B	Cycle A	Cycle B
Autumn	<u>Explore & Draw</u> Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.	<u>Spirals</u> Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks	<u>Storytelling Through Drawing</u> Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing.	<u>Gestural Drawing with Charcoal</u> Making loose, gestural drawings with charcoal, and exploring drama and performance.	<u>2D Drawing to 3D Making</u> Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	<u>Making Monotypes</u> Combine the monotype process with painting and collage to make visual poetry zines.
Spring	<u>Simple Printmaking</u> Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.	<u>Exploring Watercolour</u> Exploring watercolour and discovering we can use accidental marks to help us make art.	<u>Exploring Still Life</u> Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.	<u>Cloth, Thread, Paint</u> Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.	<u>Exploring Identity</u> Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait.	<u>Typography & Maps</u> Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.
Summer	<u>Stick Transformation Project</u> Explore how you can transform a familiar object into new and fun forms.	<u>Playful Making</u> Exploring materials and intention through a playful approach	<u>Sculpture, Structure, Inventiveness & Determination</u> What can artists learn from nature?	<u>Telling Stories Through Making</u> Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film	<u>Take a Seat</u> Explore how craftspeople and designers bring personality to their work.	<u>Set Design</u> Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.