

King’s Court First School – EY & KS1 Art and Design Curriculum Map – 2026 - 2027

EYFS Art & Design	Term 1- All About Us / Our Community Expressive Arts & Design		Term 2 – Culture Expressive Arts & Design		Term 3 – The Arts Expressive Arts & Design	
Early Learning Goals:	To master techniques:	Expressive Art and Design Early Learning Goals: - Safely use and explore a variety of materials, tools and techniques - Share their creations, explaining the process - Make use of props and materials in imaginative ways - Use a range of small tools competently and safely - Construct with a purpose in mind - Explore different materials and joins				
	Continuous provision:	Daily independent access to creative resources: - Paper of various sizes, colours, textures - Self-access mark making station with pencils and felt tips of all colours. - Self-access paint station with primary colours to encourage colour mixing – Paint dabbers as an enhancement for those who struggle with the fine motor skills of painting. - Brushes, sponges, stamps, rollers of varying sizes and textures. - Glue, scissors, tape for sticking, joining and creating. - Junk modelling materials - Collage materials				
KS1 Art & Design	Term 1A- All About Us / Our Community Year 1: Portraits - Drawing Year 2: Portraits - Collage		Term 2A – Culture Year 1: Still Life/Landscapes - Painting Year 2: Abstract Art - Textiles		Term 3A– The Arts Year 1: Aboriginal Art - Printing Year 2: Natural Art - Sculptor	
Milestone 1	To develop ideas:	- Respond to ideas and starting points. - Explore ideas and collect visual information. - Explore different methods and materials as ideas develop.				
	To master techniques:	Drawing - Draw lines of different size and thickness. - Colour (own work) neatly following the lines. - Show pattern and texture by adding dots and lines. - Show different tones by using coloured pencils. Painting - Use thick and thin brushes. - Mix primary colours to make secondary. - Add white to colours to make tints and black to colours to make tones. - Create colour wheels. Collage - Use a combination of materials that are cut, torn and glued. - Sort and arrange materials. - Mix materials to create texture. Sculpture - Use a combination of shapes. - Include lines and texture. - Use rolled up paper, straws, paper, card and clay as materials. - Use techniques such as rolling, cutting. Moulding and carving. Print - Use repeating or overlapping shapes. - Mimic print from the environment (e.g. wallpaper) - Use objects to create prints e.g. fruit, vegetables or sponges) - Press, roll, rub and stamp to make prints. Textiles - Use weaving to create a pattern. - Join materials using glue and/or a stitch. - Use plaiting - Sue dip dye techniques. Digital media - Use a wide range of tool to create different textures, lines, tones, colours and shapes.				
	To take inspiration from the greats (classic and modern):	- Describe the work of notable artists, artisans and designers. - Use some of the ideas of artists studied to create pieces.				
KS1	Term 1A- All About Us / Our Community Year 1: Portraits - Drawing <i>Leonardo de Vinci</i> How can we draw a portrait like Leonardo da Vinci?		Term 2A– Culture Year 1: Still Life/Landscapes – Painting <i>Paul Cezanne & Claude Monet</i> How can we paint landscapes like Paul Cézanne?		Term 3A – The Arts Year 1: Aboriginal Art – Printing <i>Pointillism</i> How can we use printing to make Aboriginal-style patterns?	
Year 1	As Artist we will.... To develop ideas: <i>Respond to ideas and starting points.</i> <i>Explore ideas and collect visual information.</i> <i>Explore different methods and materials as ideas develop.</i> To master techniques: Drawing - Draw lines of different size and thickness. - Colour (own work) neatly following the lines. - Show pattern and texture by adding dots and lines. - Show different tones by using coloured pencils. To take inspiration from the greats (classic and modern): <i>Describe the work of notable artists, artisans and designers.</i> <i>Use some of the ideas of artists studied to create pieces.</i>	Portraits	As Artist we will.... To develop ideas: <i>Respond to ideas and starting points.</i> <i>Explore ideas and collect visual information.</i> <i>Explore different methods and materials as ideas develop.</i> To master techniques: Painting - Use thick and thin brushes. - Mix primary colours to make secondary. - Add white to colours to make tints and black to colours to make tones. - Create colour wheels. To take inspiration from the greats (classic and modern): <i>Describe the work of notable artists, artisans and designers.</i> <i>Use some of the ideas of artists studied to create pieces.</i>		As Artist we will... To develop ideas: <i>Respond to ideas and starting points.</i> <i>Explore ideas and collect visual information.</i> <i>Explore different methods and materials as ideas develop.</i> To master techniques: Print - Use repeating or overlapping shapes. - Mimic print from the environment (e.g. wallpaper) - Use objects to create prints e.g. fruit, vegetables or sponges) - Press, roll, rub and stamp to make prints. Digital media - Use a wide range of tool to create different textures, lines, tones, colours and shapes. To take inspiration from the greats (classic and modern): <i>Describe the work of notable artists, artisans and designers.</i> <i>Use some of the ideas of artists studied to create pieces.</i>	
Knowledge Maps	Kings Court Design Cycle – Art Element of Art Artist Fact Files How to draw a portrait		Kings Court Design Cycle – Art Element of Art Artist Fact Files Still life and landscapes picture banks		Kings Court Design Cycle – Art Element of Art Artist Fact Files Printing Techniques	
Breadth of Study	- Use experiences and ideas as the inspiration for artwork. - Share ideas using drawing, painting and sculpture. - Explore a variety of techniques. - Learn about the work of a range of artists, artisans and designers.		- Use experiences and ideas as the inspiration for artwork. - Share ideas using drawing, painting and sculpture. - Explore a variety of techniques. - Learn about the work of a range of artists, artisans and designers.		- Use experiences and ideas as the inspiration for artwork. - Share ideas using drawing, painting and sculpture. - Explore a variety of techniques. - Learn about the work of a range of artists, artisans and designers.	
Continuous Provision	Artist of the term – range of artist work and media types. Drawing corner – drawing area to explore techniques, styles & skills. The arts in history – Timeline of artist and styles		Artist of the term – range of artist work and media types. Drawing corner – drawing area to explore techniques, styles & skills. The arts in history – Timeline of artist and styles		Artist of the term – range of artist work and media types. Drawing corner – drawing area to explore techniques, styles & skills. The arts in history – Timeline of artist and styles	
Deliberate choices:	Style matches drivers Artist in chronological order Each Key Stage repeats medium of art so skills are applied Artist and techniques matched Portraits across the school in Autumn 1 to develop understanding and form baseline assessment for each academic year.					

KS1 Art & Design	Term 1A- All About Us / Our Community Year 2: Portraits - Collage Pablo Picasso Can we turn everyday materials into a piece of art?		Term 2A – Culture Year 2: Abstract Art– Textiles & Digital Media Vincent Van Gogh How can we create patterns using fabric and dye?		Term 3A – The Arts Year 2: Natural Art - Sculpture Andy Goldsworthy Can you create a picture without a pencil?	
Year 2	As Artist we will.... <i>To develop ideas:</i> <i>Respond to ideas and starting points.</i> <i>Explore ideas and collect visual information.</i> <i>Explore different methods and materials as ideas develop.</i> To master techniques: Collage - Use a combination of materials that are cut, torn and glued. - Sort and arrange materials. - Mix materials to create texture. To take inspiration from the greats (classic and modern): <i>Describe the work of notable artists, artisans and designers.</i> <i>Use some of the ideas of artists studied to create pieces.</i>	Self portraits	As Artist we will.... <i>To develop ideas:</i> <i>Respond to ideas and starting points.</i> <i>Explore ideas and collect visual information.</i> <i>Explore different methods and materials as ideas develop.</i> To master techniques: Textiles - Use weaving to create a pattern. - Join materials using glue and/or a stitch. - Use plaiting - Use dip dye techniques. To take inspiration from the greats (classic and modern): <i>Describe the work of notable artists, artisans and designers.</i> <i>Use some of the ideas of artists studied to create pieces.</i>	Batik	As Artist we will.... <i>To develop ideas:</i> <i>Respond to ideas and starting points.</i> <i>Explore ideas and collect visual information.</i> <i>Explore different methods and materials as ideas develop.</i> To master techniques: Sculpture - Use a combination of shapes. - Include lines and texture. - Use rolled up paper, straws, paper, card and clay as materials. - Use techniques such as rolling, cutting. Moulding and carving. To take inspiration from the greats (classic and modern): <i>Describe the work of notable artists, artisans and designers.</i> <i>Use some of the ideas of artists studied to create pieces.</i>	
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Breadth of Study	- Use experiences and ideas as the inspiration for artwork. - Share ideas using drawing, painting and sculpture. - Explore a variety of techniques. - Learn about the work of a range of artists, artisans and designers.		- Use experiences and ideas as the inspiration for artwork. - Share ideas using drawing, painting and sculpture. - Explore a variety of techniques. - Learn about the work of a range of artists, artisans and designers.		- Use experiences and ideas as the inspiration for artwork. - Share ideas using drawing, painting and sculpture. - Explore a variety of techniques. - Learn about the work of a range of artists, artisans and designers.	
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