

King’s Court First School – KS2 Art and Design Curriculum Map – 2026 - 2027					
KS2 Art & Design	Term 1A- All About Us / Our Community Year 3: Portraits – Drawing Year 4: Portraits – Collage		Term 2A – Culture Year 3: Ancient Egypt – Painting Year 4: Pop Art - Painting		Term 3A– The Arts Year 3: Artists- Sculpture Year 4: Artists - Textiles
Milestone 2	To develop ideas:	- Develop ideas from stating points throughout the curriculum. - Collect information, sketches and resources. - Adapt and refine ideas as and they progress. - Explore ideas in a variety of ways. - Comment on artwork using visual language.			
	To master techniques:	Drawing - Use different hardness of pencil to show line, tone and texture. - Annotate sketches to explain and elaborate ideas. - Sketch lightly (no need to use a rubber to correct mistakes) (invisible lines) - Use shading to show light and shadow. - Use hatching ad cross hatching to show time and texture. Painting - Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. - Mix colours effectively. - Use watercolour paint to produce washes for backgrounds then add detail. - Experiment with creating mood with colour. Collage - Select and arrange materials for a striking effect. - Ensure work is precise. - Use coiling, overlapping, tessellation, mosaic and montage. Sculpture - Create and combine shapes to create recognisable forms (e.g. shapes made from net or solid materials) - Include texture that conveys feelings, expression or movement. - Use clay and other mouldable material. - Add materials to provide interesting detail. Print - Use layers of two or more colours. - Replicate patterns observed in natural or built environment. - Make printing blocks (e.g. from coiled string glued to a block) - Make precise repeating patterns. Textiles - Shape and stitch materials - Use basic cross stitch and back stitch - Colour fabric - Create weavings - Quilt, pad and gather fabric. Digital media - Create images, video and sound recordings and explain why they were created			
	To take inspiration from the greats (classic and modern):	- Replicate some of the techniques used by notable artists, artisans and designers. - Create original pieces that are influenced by studies of others.			
	1A- Ancient Egyptian Portraits <i>Drawing</i> How can we use Ancient Egyptian art to express identity?		2A- William Morris <i>Printing</i> How do artists use pattern to create meaning and beauty?		3A- Yayoi Kusama <i>Sculpture</i> How can we explore patterns and textures in clay?
Year 3	As Artist we will....		As Artist we will....		As Artist we will...
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Knowledge Maps	King’s Court Design Cycle – Art Element of Art Artist Fact Files How to draw a portrait		King’s Court Design Cycle – Art Element of Art Artist Fact Files Printing Techniques		King’s Court Design Cycle – Art Element of Art Artist Fact Files
Breadth of Study	- Use experiences, other subjects across the curriculum and ideas as inspiration for artwork. - Develop and share ideas in a sketchbook and in finished products. - Improve mastery of techniques. - Learn about the great artists, architects and designers in history.		- Use experiences, other subjects across the curriculum and ideas as inspiration for artwork. - Develop and share ideas in a sketchbook and in finished products. - Improve mastery of techniques. - Learn about the great artists, architects and designers in history.		- Use experiences, other subjects across the curriculum and ideas as inspiration for artwork. - Develop and share ideas in a sketchbook and in finished products. - Improve mastery of techniques. Learn about the great artists, architects and designers in history.
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

	1A- Stone Age – Portraits <i>Collage</i> What do you think Stone Age people looked like, and how could we show this in art?		2A- Andy Warhol - Pop Art <i>Painting and Digital Media</i> What is Pop Art is and what makes it different from other types of art?		3A- Banksy- Contemporary <i>Textiles</i> How can we use textiles to create artwork that shares a message?		
Year 4	As Artist we will.... To develop ideas: - Develop ideas from stating points throughout the curriculum. - Collect information, sketches and resources. - Adapt and refine ideas as and they progress. - Explore ideas in a variety of ways. - Comment on artwork using visual language. To master techniques: Collage - Select and arrange materials for a striking effect. - Ensure work is precise. - Use coiling, overlapping, tessellation, mosaic and montage. To take inspiration from the greats (classic and modern): - Replicate some of the techniques used by notable artists, artisans and designers. - Create original pieces that are influenced by studies of others.		As Artist we will.... To develop ideas: - Develop ideas from stating points throughout the curriculum. - Collect information, sketches and resources. - Adapt and refine ideas as and they progress. - Explore ideas in a variety of ways. - Comment on artwork using visual language. To master techniques: Painting - Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. - Mix colours effectively. - Use watercolour paint to produce washes for backgrounds then add detail. - Experiment with creating mood with colour. Digital media - Create images, video and sound recordings and explain why they were created To take inspiration from the greats (classic and modern): - Replicate some of the techniques used by notable artists, artisans and designers. - Create original pieces that are influenced by studies of others.		As Artist we will.... To develop ideas: - Develop ideas from stating points throughout the curriculum. - Collect information, sketches and resources. - Adapt and refine ideas as and they progress. - Explore ideas in a variety of ways. - Comment on artwork using visual language . To master techniques: Textiles - Shape and stitch materials - Use basic cross stitch and back stitch - Colour fabric - Create weavings - Quilt, pad and gather fabric. To take inspiration from the greats (classic and modern): - Replicate some of the techniques used by notable artists, artisans and designers. - Create original pieces that are influenced by studies of others.		
	Knowledge Maps		King’s Court Design Cycle – Art Element of Art Artist Fact Files		King’s Court Design Cycle – Art Element of Art Artist Fact Files Sewing Technique Mat		
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	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 a baseline for each academic year.					