

King's Court First School - Art and Design Curriculum – KS1

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KS 1 Art & Design	Term 1- All About Us / Our Community Year 1: Portraits - Drawing Year 2: Portraits - Collage		Term 2 – Culture Year 1: Still Life/Landscapes - Printing Year 2: Abstract Art - Textiles		Term 3 – The Arts Year 1: Aboriginal Art - Painting Year 2: Natural Art - Sculptor				
Milestone 1	To develop ideas:		<ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. 						
	To master techniques:		<p>Drawing</p> <ul style="list-style-type: none"> 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. <p>Painting</p> <ul style="list-style-type: none"> 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. <p>Collage</p> <ul style="list-style-type: none"> Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture. <p>Sculpture</p> <ul style="list-style-type: none"> 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. <p>Print</p> <ul style="list-style-type: none"> 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. <p>Textiles</p> <ul style="list-style-type: none"> Use weaving to create a pattern. Join materials using glue and/or a stitch. Use plaiting Use dip dye techniques. <p>Digital media</p> <ul style="list-style-type: none"> 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.						
	Term 1A- All About Us / Our Community Year 1: Portraits - Drawing <i>Leonardo de Vinci</i>		1B	Term 2A– Culture Year 1: Still Life/Landscapes – Printing <i>Paul Cezanne & Claude Monet</i>		2B	Term 3A – The Arts Year 1: Aboriginal Art – Painting <i>Pointilism</i>		3B
Year 1	<p>As Artist we will....</p> <p>To develop ideas:</p> <ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. <p>To master techniques:</p> <p>Drawing</p> <ul style="list-style-type: none"> 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. <p>To take inspiration from the greats (classic and modern):</p> <ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces. 		Portraits	<p>As Artist we will....</p> <p>To develop ideas:</p> <ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. <p>To master techniques:</p> <p>Print</p> <ul style="list-style-type: none"> 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. <p>To take inspiration from the greats (classic and modern):</p> <ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces. 			<p>As Artist we will...</p> <p>To develop ideas:</p> <ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. <p>To master techniques:</p> <p>Painting</p> <ul style="list-style-type: none"> 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. <p>To take inspiration from the greats (classic and modern):</p> <ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces. 		
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 Printing Techniques			Kings Court Design Cycle – Art Element of Art Artist Fact Files Still life and landscapes picture banks		
Breadth of Study	<ul style="list-style-type: none"> 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. 			<ul style="list-style-type: none"> 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. 			<ul style="list-style-type: none"> 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	<p>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</p>			<p>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</p>			<p>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</p>		

	Term 1A- All About Us / Our Community Year 2: Portraits - Collage <i>Pablo Picasso</i>		1B	Term 2A – Culture Year 2: Abstract Art– Textiles and Digital media <i>Vincent Van Gogh</i>		2B	Term 3A – The Arts Year 2: Natural Art - Sculpture <i>Andy Goldsworthy</i>		3B
Year 2	<p>As Artist we will....</p> <p><i>To develop ideas:</i></p> <ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. <p>To master techniques:</p> <p>Collage</p> <ul style="list-style-type: none"> Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture. <p><i>To take inspiration from the greats (classic and modern):</i></p> <ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces. 	Self portraits		<p>As Artist we will....</p> <p><i>To develop ideas:</i></p> <ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. <p>To master techniques:</p> <p>Textiles</p> <ul style="list-style-type: none"> Use weaving to create a pattern. Join materials using glue and/or a stitch. Use plaiting Use dip dye techniques. <p>Digital media</p> <ul style="list-style-type: none"> Use a wide range of tool to create different textures, lines, tones, colours and shapes. <p><i>To take inspiration from the greats (classic and modern):</i></p> <ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces. 	Batik		<p>As Artist we will....</p> <p><i>To develop ideas:</i></p> <ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. <p>To master techniques:</p> <p>Sculpture</p> <ul style="list-style-type: none"> 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. <p>To take inspiration from the greats (classic and modern):</p> <ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces. 		
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Breadth of Study	<ul style="list-style-type: none"> 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. 			<ul style="list-style-type: none"> 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. 			<ul style="list-style-type: none"> 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:	<p>Artist of the term – range of artist work and media types.</p> <p>Drawing corner – drawing area to explore techniques, styles & skills.</p> <p>The arts in history – Timeline of artist and styles</p>			<p>Artist of the term – range of artist work and media types.</p> <p>Drawing corner – drawing area to explore techniques, styles & skills.</p> <p>The arts in history – Timeline of artist and style</p>			<p>Artist of the term – range of artist work and media types.</p> <p>Drawing corner – drawing area to explore techniques, styles & skills.</p> <p>The arts in history – Timeline of artist and styles</p>		
Deliberate choices:	<p>Style matches drivers</p> <p>Artist in chronological order</p> <p>Each Key Stage repeats medium of art so skills are applied</p> <p>Artist and techniques matched</p> <p>Portraits across the school in Autumn 1 to develop understanding</p>								