

CURRICULUM: ART



Christ at the Centre, Children at the Heart

Cycle A



Cubism



Illuminated letters & Patterns



Human Form Welcome to secondary school!

Year 5/6



Use of Line



Printing Patterns



Transient Sculptures

Year 3/4



Observational Drawing



Shapes – Kandinsky/ Delaunay



Masks

Year 1/2



EYFS

Expressive Arts and Design: In the EYFS children begin to use and explore a variety of materials, tools and techniques such as paint, play doh, collage etc. They begin to experiment with colour, design, texture, form and function linked to their interests, and learn to mark make in different ways.







Cycle B



Propoganda Posters



Cityscapes



Flower Sculptures Welcome to secondary school!

Year 5/6



Patterns in Nature



Painting Portraits



Clay tiles and Mosaics

Year 3/4



2D to 3D Still Life



Pop Art



Paper Sculptures

Year 1/2



EYFS

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Within our Art and Design curriculum, there are 4 key elements, which, when combined, ensure that our pupils can access a deep understanding of the subject. These Threshold Concepts are: **Developing**, **Experimenting**, **Recording** and **Presenting**.

Why do artists read?

For inspiration

To find out specific information about products (materials, processes etc).

To learn about the history of art.

To help develop their own creative skills.



Write like an artist

Annotating - Children will be encouraged to annotate their work using stem sentences relating to likes, dislikes, techniques and materials they have used. They will evaluate their work, commenting upon how they could develop it further.

Vocabulary – Children will use subject specific language to describe the processes they are using. They will become familiar with the names of prominent artists and their style of work.

Asking questions – Answer key questions relating to Art History. For example: What attracts you to this work? What is it about the work that keeps you looking?

Threshold Concepts



Developing

Children will develop ideas and inspiration through exploring other artists work and the natural world.



Experimenting

Children will experiment with different skills and techniques to further their learning and understanding.



Recording

Children will learn to record in a variety of ways.



Presenting

Children will use their sketchbooks to present their work, showing a clear understanding of concepts, skills and techniques.

In order to equip children with a breadth and depth of knowledge, the curriculum embeds these threshold concepts through the completion of three projects/units in each year group:

- every year group will start with a drawing unit
- each painting unit will start with a colour study
- each class in a key stage will explore printing or collage as part of a drawing or painting unit.

Children will also be taught the formal elements in art and design which will develop and progress throughout each year. The formal elements are the parts used to make a piece of artwork. The formal elements are:

- Line
- Shape
- Space
- Form
- Tone
- TexturePattern
- Colour
- · Composition.

They are often used together, and how they are organised in a piece of art determines what the finished piece will look like.

Progression through the Threshold Concepts



Developing

Children will develop ideas through investigations, demonstrating critical understanding of sources. They will be encouraged to explore materials and techniques and in doing so, develop ideas. Children will be encouraged to take chances and learn from them. They will learn to demonstrate a critical understanding of sources e.g. looking at nature, looking at trees, natural textures and rock formation. They will also look at different artists and explore their work by producing work that is inspired by them.



Experimenting

Children will be encouraged to develop their ideas further. Children will experiment with a range of different materials and techniques. Children will have evidence in their sketchbooks that they have explored a broad range of different techniques and materials and should begin to analyse how well each one works. Children will develop note taking skills called annotation in their sketchbooks.



Recording

Recording can be done in lots of different ways. Children will be encouraged to explore as many ways of recording as possible. Children are recording whenever they respond to an image or object through whatever material they happen to be using. Progression will be seen in sketchbooks as they develop their skills and techniques as an artist.



Presenting

Children will connect all of their experimentations together and show that they can make informed choices along the way in their sketchbooks. Their work will show that they have a clear understanding of what they have done and why. They will have had the opportunities to experiment with different techniques and materials in their sketchbook and will use these to inform their final piece to end each project. This means that they will 'present' their personal response meaning they've developed their own, original artwork by taking inspiration from artists. Children's sketchbooks will show clear links between ideas and formal elements.

Formal Elements:

Line	9	Shape	Spa	ace	Form		Tone	
Children will learn how to use lines in different ways to create multiple effects.	their under how to us different	vill develop erstanding of e shapes in ways and that a at, and created d line.	Children will understand t the area arou between obje includes the foreground, a ground. A spa negative or p	that space is und or ects. Space background, and middle ace can be	Children will learn the form is a three dimensional shape. I may be a regular shape, such as a cub or pyramid, or an irregular, organic shape.	t	Children will know that the tone of something refers to how light or dark it is. Areas with lots of light are called highlights, and darker areas are called shadows. There are a range of tones in between. Shading can be used to create different tones in a drawing.	
Texture		Pattern		Colour			Composition	
to the surface quality of something, and the way it feels. Children will uses a develop their understanding of actual texture through collage and sculpture, and visual texture through drawing painting and printmaking.		Children will begin to understand that a pattern uses a repeated design or a motif, created using line, shape, or tone. The design can be simple or complex. Some patterns are manmade and some are natural.		Children will learn about primary, secondary and tertiary colours through colour mixing and use of a colour wheel. Each painting unit starts with a colour study.		of a vie	The children will begin to understand how the composition of a piece of art can draw the view to the work of art. They will experiment with different compositions.	

Intent

At St John's Catholic Primary, we aim to deliver a high-quality art and design curriculum that forms an integral part of a broad and balanced curriculum. Art and Design provides essential opportunities to explore, develop and extend skills through expression of individual thoughts and creative ideas. A high-quality curriculum will engage, challenge and inspire pupils to experiment in the creation of their own works of art and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. Pupils will also develop an understanding of significant artist and art periods and how they shape and reflect our history, and contribute to culture, creativity and wealth both nationally and globally.

Implementation

As a school within Bishop Hogarth Catholic Education Trust, we teach a scheme of work designed by a transition team of our primary school staff working with subject specialists from our secondary schools. This means our curriculum has been designed to ensure clear progression mapping from Early Years to the end of KS3, with the development of a child's early creative experiences at the heart of its design.

Through learning about a wide range of arts and crafts from various cultures, we hope to not only develop the children's passion and love of the subject but also build a respect, natural inquisitiveness and an appreciation of art in all its forms which they may carry with them throughout their lives. Art and Design stimulates imagination and creativity, involving children in a range of visual, tactile and sensory experiences, which enable them to communicate what they see, think and feel in a range of ways, regardless of their ability; it promotes careful observation and an appreciation of the world around us. Through learning about the roles and functions of art, children can explore the impact it has had on contemporary life and on different periods and cultures.

Art is taught in discrete lessons to develop skills and knowledge; effective cross-curricular links are made to provide context to the work being completed. Where required, specific skills may be taught separately. Woven through each strand are the 9 formal elements of Colour, Line, Value, Tone, Space, Shape, Texture, Form and Pattern.

Our long-term plan provides a rich and inspiring curriculum for all children from EYFS to Year 6. Our creative curriculum allows for Art to be placed into context along with key events, people and places and allows them to understand the effect artwork and artists have had on historical situations. Basic skills are introduced and built upon, including drawing, printmaking, collage, painting and making. Skills are revisited and the use of ongoing sketchbook work underpins this process. We believe the role of the teacher is to introduce key skills, materials and ideas to the pupils in such a way that each pupil can then explore his or her own creativity. By creating a safe and nurturing environment, pupils are encouraged to take creative risks and learn from the journey. The resources and experiences provided are suitable for pupils of all abilities and enable every child to really delve into their creativity.

Our curriculum also takes into account the National Curriculum expectations for art and design. This ensures that all pupils:

- Produce creative work, exploring their ideas and recording their experiences.
- · Become proficient in drawing, painting, sculpture and other art, craft and design techniques
- Evaluate and analyse creative works using the language of art, craft and design
- Know about great artists, craft makers and designers and understand the historical and cultural development of their art forms

Our curriculum toolkits and resources promote a diverse range of creative teaching from EYFS to KS2. They are designed to be highly progressive and skills-based. This ensures that the children are able to revisit and evolve their skills consistently through school and therefore become masters of each of the main disciplines. They will also be introduced to a range of key artists, movements and styles and will refer back to these on a regular basis.

Impact

We measure the impact of our art curriculum with various formative methods of assessment including self and peer assessment. Children appraise and suggest constructive developments for their own work and that of their peers. Evidence of children's work in art can be found in their ongoing sketch books as well as work displayed around school and photos in books. As well as assessing the skills, knowledge and understanding that children have developed in the subject, we also consider their level of enjoyment and engagement. This enables us to identify the children for whom art is their gift. We endeavour to provide guidance and further opportunities to explore their talents and interest in this subject with extra-curricular activities, visits from practising artists, community events and competitions or shows in our region. We also strive to provide opportunities for all children to witness well-known works of art by taking advantage of the wonderful art galleries that we have in our local area including: the Laing, Baltic and Shipley.

"Art has a role in education of helping children to become like themselves instead of more like everyone else."

- Sydney Gurewitz Clemens

Curriculum Coverage Illuminated Letters and Patterns Cubism Pupils will explore the Pupils will explore sculpture with a Pupils will explore Cubism by historical and artistic focus on the human form, studying Cycle significance of illuminated studying Picasso and Braque, artists like Giacometti and Moore experimenting with line, shape, letters, drawing inspiration while developing their skills in and perspective to create from the Lindisfarne Gospels proportion, texture, and dynamic, abstract compositions to create their own Y5/6 movement using materials such as that challenge traditional realism. decorative designs using bold pper KS2 colours, fine brushwork, and intricate patterns. **Posters** Cityscapes Pupils will explore World War II **Flower Sculptures** Pupils will explore cityscapes propaganda posters, analysing Pupils will explore the theme of by studying artists like Cycle their design and persuasive flowers, drawing inspiration from Edward Hopper and L.S. В techniques before creating their Japanese art and culture to create Lowry, developing their skills expressive three-dimensional own impactful posters that in perspective, colour, and connect art with historical pieces that reflect symbolism, Y5/6 texture to create their own balance, and resilience. messaging. expressive urban scenes. **Printing Patterns Use of Line** Pupils will be introduced to **Transient Sculptures** Pupils will develop their drawing printing, focusing on creating Pupils will create transient skills by exploring line through nature-inspired repeating sculptures using natural materials, Cycle various materials and techniques, inspired by artists like Andy patterns, exploring such as mono-print and oil pastel techniques like block and Goldsworthy and Nils-Udo, while printing, while considering relief printing, and studying developing creativity, problemcomposition, orientation, and bold artists such as William solving, and environmental Y3/4 lines inspired by artists like Morris, Orla Kiely, and Yayoi awareness through hands-on, Lower KS2 Michael Craig-Martin and Julian Kusama, while developing collaborative art-making. skills in design, composition, Opie and eco-friendly practices **Patterns in Nature Portraits** Pupils will explore Pupils will explore natural patterns Pupils will explore sculpture through observational drawing, portraiture by studying through clay tiles and mosaics, Cycle studying symmetry, texture, and artists, experimenting with drawing inspiration from Roman В markings in nature while colour, line, and texture, and Britain and modern artists, while developing techniques such as developing skills in developing their design skills and contour drawing, hatching, and observation and self-Y3/4 understanding of historical and stippling to refine their artistic expression to create their contemporary mosaic art. skills and creativity.. own expressive portraits. **Shapes** Children will explore a range **Observational Drawing** of painting techniques. They Cycle Exploring a range of mark making will also explore the works of techniques. Children will explore famous artists, Kandinsky local landscapes and artist such as and Delaunay, and discover Van Gogh and Lucy Pittaway. Y1/2 the importance of colour in their work.

Masks

Clay Tiles

Human Form

clay and wire.

Pupils will use a range of materials to design and make a Carnival mask. They will use the medium of sculpture to develop and share ideas, experience and imagination.

2D to 3D Still Life

Cycle

В

Y1/2

Pupils will enhance their drawing skills by focusing on tonal shading, pencil control, composition, and orientation, while exploring shape, line, and colour, and drawing inspiration from artists like Paul Cezanne and Audrey Flack.



Pop Art This unit introduces pupils to bold colours, repetition, and everyday imagery, inspired by artists like Andy Warhol and Roy Lichtenstein, while developing creativity, artistic techniques, and selfexpression.

Mixed Age Classes



Paper Sculptures

Pupils sculpture using recycled paper, promoting creativity, sustainability, and developing motor skills through hands-on techniques inspired by contemporary artists.

Our mixed age classes, operate a cycle of learning (two-year rolling programme) to ensure that pupils meet threshold concepts and end points for their year group without repeating the same theme of learning.

Christ at the Centre, Children at the Heart

A team of Primary teachers and Secondary Heads of Department within BHCET have worked together to produce high quality units, following the threshold concepts. An effective art curriculum must cover all four of these concepts and within one lesson, at least three of these concepts should be covered. Writers of these units have worked to identify sufficient breadth of content and ensure that pupils learn in sufficient depth. The units are written for Year 1 pupils up to Year 6. This document captures the progression from EYFS into Key Stage One and gives suggested artists and artwork that could be explored with Early Years pupils to support the art threshold concepts.

Threshold Concepts

How does the Early Years Framework fit within the four threshold concepts?

Developing	Experimenting	Recording	Presenting		
Nursery					
Use a comfortable grip with good control when holding pens and pencils. Use drawing to represent ideas like movement or loud noises.	Explore colour and colour-mixing. Explore different textures. Join different materials.	Explore different materials freely, to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them.	Share their work with others.		
	Rece	ption			
Explore, use and refine a variety of artistic effects to express their ideas and feelings. Begin to use and develop skills linked to formal elements i.e. creating different types of lines, recognising patterns, beginning to colour in shapes etc. Explore famous artists and artworks, taking inspiration from them into their own work. Use a range of small tools, including scissors, paintbrushes and cutlery.	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Explore ways to mark make using a range of techniques including painting, drawing, printmaking.	Create collaboratively, sharing ideas, resources and skills. Begin to show accuracy and care when drawing.	Return to and build on their previous learning, refining ideas and developing their ability to represent them. Share their creations, explaining the process they have used. Begin to use vocabulary linked to formal elements.		

What are the Key Stage One End Points?

National Curriculum Aims:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Kev Stage 1:

Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Key Stage 2:

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

Art End Point Progression

	Developing	Experimenting	Recording	Presenting
EYFS	 Use a comfortable grip with good control when holding pens and pencils. Use drawing to represent ideas like movement or loud noises. Explore, use and refine a variety of artistic effects to express their ideas and feelings. Develop their fine motor skills so that they can use a range of tools competently, safely and confidently. Explore famous artists and artworks, taking inspiration from them into their own work. Use a range of small tools, including scissors, paintbrushes and cutlery. 	 Explore colour and colour-mixing. Explore different textures. Join different materials. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Explore ways to mark make using a range of techniques including painting, drawing, printmaking. 	 Explore different materials freely, to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Create collaboratively, sharing ideas, resources and skills. Begin to show accuracy and care when drawing. 	 Share their work with others. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Share their creations, explaining the process they have used. Begin to use vocabulary linked to formal elements.

	Developing	Experimenting	Recording	Presenting
Year 1/2	 Recognise that ideas can be expressed in artwork. Recognise and describe some simple characteristics of different kinds of art, craft and design (models, collage, Pop Art). Identify that different forms of creative works are made by artists, craftspeople and designers, from all cultures and times. 	 Experiment confidently with a range of materials and techniques. Use materials purposefully to achieve particular characteristics or qualities. Name the tools, materials, techniques and some formal elements (colours, shapes, tones etc.) that they use. Test ideas using other materials. Choose particular techniques for a given purpose. 	 Use sketchbook to begin to record ideas and inspiration. Try out a range of materials and processes and recognise that they have different qualities. Develop care and control over the materials and tools used. Use different techniques to begin to record ideas and develop designs. 	 Talk about their own, and other's work, identifying similarities and differences and what they like. Express, and give some reasons for preferences when looking at creative work. Talk about the materials, techniques and processes they have used, using an appropriate vocabulary: name tools, materials and colours used.
Year 3/4	 Gather and review information and resources related to their ideas and intentions. Describe the work of the artists, crafts. people and designers studied Select and use relevant resources and references to develop ideas. Describe some of the key ideas, techniques and working practices of the artists, craftspeople and designers studied. 	 Use a wider range of formal elements terminology. Develop skills by experimenting with, and testing the qualities of, a range of different materials and techniques. Select, and use appropriately, a variety of materials and techniques in order to create their own work. Investigate the nature and qualities of different materials and processes systematically. Use the formal elements vocabulary when discussing artwork. 	 Use a sketchbook for recording observations and research; and planning and shaping ideas. Use a sketchbook and drawing to improve understanding, inform ideas and plan for an outcome – for instance, produce several different versions of an idea, showing how research has led to improvements in their proposed outcome. 	 Explain how to use some of the tools and techniques they have chosen to work with. Reflect upon what they like and dislike about their work in order to improve it. Apply the technical skills learnt to improve the quality of their work - for instance, in painting, select and use different brushes for different purposes.

	Developing	Experimenting	Recording	Presenting
Year 5/6	 Use their acquired technical expertise to make work which effectively reflects their ideas and intentions. Research and discuss the ideas and approaches of various artists, craftspeople and designers, taking account of their particular cultural context and intentions. Engage in open-ended research and exploration in the process of initiating and developing their own personal ideas. Describe, interpret and explain the work, ideas and working practices of some significant artists, craftspeople and designers, taking account of the influence of the different historical, cultural and social contexts in which they worked. Independently develop a range of ideas which show curiosity, imagination and originality. 	 Explain the meaning of the formal element's vocabulary. Confidently investigate and exploit the potential of new and unfamiliar materials. Independently refine their technical and craft skills in order to improve their mastery of materials and techniques. Use the technical vocabulary and techniques for modifying the qualities of different materials and processes. Independently select and effectively use relevant processes in order to create successful and finished work. 	 Confidently and independently use sketchbooks for a variety of purposes including: recording observations; developing ideas; testing materials; planning and recording information. Systematically investigate, research and test ideas and plans using sketchbooks. 	 Describe the processes they have used to achieve high quality outcomes. Regularly analyse and reflect on their progress, taking account of what they hoped to achieve and making notes to record their reflections. Provide a reasoned evaluation of both their own and professionals' work which takes account of the starting points, intentions and context behind the work. Regularly analyse and reflect on their progress, taking account of what they hoped to achieve.

SEND

The BHCET Art curriculum has been designed to be delivered to the whole class. However, the tasks are adapted by class teachers to meet the needs of individual children. To ensure pupils with SEND achieve well, they should be exposed to the same learning as their peers; however, the way they evidence their learning through the tasks can be adapted.

Through scaffolding, tasks can be adapted to ensure all learners can access and evidence the same threshold concepts and learning objectives as their non-SEND counterparts. Scaffolding strategies can include providing sentence starters, a writing frame, vocabulary banks, sorting and matching cards or visual prompts. Reactive or proactive adaptations can make the BHCET curriculum accessible and achievable for all.

Other strategies of adaptation are outlined through the EEF's Five-a-Day principles, which include explicit instruction, metacognitive strategies, flexible grouping and the use of technology:

Scaffolding

'Scaffolding' is a metaphor for temporary support that is removed when it is no longer required. Initially, a teacher would provide enough support so that pupils can successfully complete tasks that they could not do independently. This requires effective assessment to gain a precise understanding of the pupil's current capabilities. Examples: Support could be visual, verbal, or written. Writing frames, partially completed examples, knowledge organisers, sentence starters can all be useful. Reminders of what equipment is needed for each lesson and classroom routines can be useful. Scaffolding discussion of texts: promoting prediction, questioning, clarification and summarising.

Explicit Instruction

Explicit instruction refers to a range of teacher-led approaches, focused on teacher demonstration followed by guided practice and independent practice. Explicit instruction is not just "teaching by telling" or "transmission teaching" One popular approach to explicit instruction is Rosenshine's 'Principles of Instruction'. Examples: Worked examples with the teacher modelling self-regulation and thought processes is helpful. A teacher might teach a pupil a strategy for summarising a paragraph by initially 'thinking aloud' while identifying the topic of the paragraph to model this process to the pupil. They would then give the pupil the opportunity to practise this skill. Using visual aids and concrete examples promotes discussion and links in learning.

Cognitive and Metacognitive Strategies

Cognitive strategies are skills like memorisation techniques or subject specific strategies like methods to solve problems in maths. Metacognitive strategies help pupils plan, monitor and evaluate their learning Examples: Chunking the task will support pupils with SEND – this may be through provision of checklists, instructions on a whiteboard or providing one question at a time. This helps reduce distractions to avoid overloading working memory.

Prompt sheets that help pupils to evaluate their progress, with ideas for further support.

Flexible Grouping

Flexible grouping describes when pupils are allocated to smaller groups based on the individual needs that they currently share with other pupils. Such groups can be formed for an explicit purpose and disbanded when that purpose is met

Examples: Allocating temporary groups can allow teachers to set up opportunities for collaborative learning, for example to read and analyse source texts, complete graphic organisers, independently carry out a skill, remember a fact, or understand a concept. Pre-teaching key vocabulary, is a useful technique.

Use of Technology

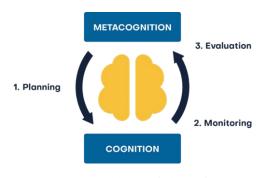
Technology can assist teacher modelling. Technology, as a method to provide feedback to pupils and/ or parents can be effective, especially when the pupil can act on this feedback.

Examples: Use a visualizer to model worked examples. Technology applications, such as online quizzes can prove effective. Speech generating apps to enable note-taking and extended writing can be helpful.

Assessment

Assessment comprises two linked processes:

Formative Assessment: provides Assessment <u>for</u> Learning. Is a continuous process and an integral part of teaching and learning; informal observations, dialogue/effective use of questioning, consolidation activities, low stakes quizzing, routine marking; and pupil/peer assessment all contribute to the developing profile of progress. When pupils make changes and consider actions to their work, based on the activity, they are 'self-regulating' their work. Self-regulating activities can be termed Assessment <u>as</u> Learning. Self-regulated learners are aware of their strengths and weaknesses, and can motivate themselves to engage in, and improve, their learning. Pupils start by **planning** how to undertake a task, working on it while **monitoring** the strategy to check progress, then **evaluating** the overall success.



Metacognitive Regulation Cycle
(EEF Metacognition & Self regulation Guidance)

Summative Assessment: provides Assessment \underline{of} Learning and is a judgement of attainment at key points throughout the year-using past knowledge to measure attainment and progress. Examples of this are standardised tests, tasks and end of term/annual assessments which include a sample of pupil's prior learning.

Assessment is a continuous process which is integral to teaching and learning and:

- Enables an informed judgement to be made about a pupil's understanding, skills, attitude to learning and successful acquisition of knowledge as they move through the curriculum.
- •Incorporates a wide range of assessment techniques to be used in different contexts/purposes.
- •Is accompanied by **clear assessment criteria** that enables effective marking and feedback, a reliable progress evaluation to be given and demonstrates clearly what a pupil must do to improve.
- Provides feedback recognising achievement, increasing pupil confidence/motivation.
- •Supports learning by making clear to pupils: what they are trying to achieve; what they have achieved; what the learning gaps and misconceptions are and what the next steps in learning are.
- Allows regular subject specific extended writing and access to high quality text/ reading.
- •Should be moderated and standardised to ensure purposeful, meaningful, and timely feedback.
- •Includes feedback to pupils to help them understand what they need to improve, challenging them to achieve their target rather than a grade.
- Allows leaders and staff to make timely adaptations to the curriculum.

