

Art & Design

St Thomas and St Anne's CE Primary School



Long Term Rolling Programme

At St Thomas & St Anne's Primary School we believe that art stimulates creativity, imagination and inventiveness. Our curriculum is designed to equip all children with the knowledge, including skills, that will enable them to be successful and creative in their future lives. Our aims are to ensure that our pupils experience a wide breadth of study and have, by the end of each key stage, long term memory of an ambitious body of procedural and semantic knowledge.

Art and Design curriculum has been developed using the Chris Quigley 'Essential Curriculum'. It is shaped by cultural capital, subject topics and our ambition for pupils to study the best of what has been thought and said by many generations of academics and scholars.

We aim to deliver a curriculum which is accessible to all and that will maximise the development of every child's ability. Cultural capital gives our pupils the vital background knowledge required to be informed and thoughtful member of our community.

Our art curriculum is designed to meet the challenges of mixed age teaching and enables the children to revisit previous learning. As pupils progress, the same threshold concepts are explored in a wide breadth of topics. Through this process, it ties together the subject topics into meaningful schema, gradually build an understanding of them.

Threshold concepts (key areas of learning that the children revisit across the programme of study) for Art and Design are:

- **Develop ideas** -This concept involves understanding how ideas develop through an artistic process.
- **Master techniques** - This concept involves developing a skill set so that ideas may be communicated.
- **Take inspiration from the greats**- This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history.

We ensure that children are building on previous learning by reinforcing 'Art Knowledge Categories' and 'Milestones for Art & Design.'

Arts Award

It is our ambition that all our children leave our school with a nationally accredited qualification in Art. Children in Y2 will all have the opportunity to complete Arts Award Discover and in Y4 children will have the opportunity to gain their Arts Award Explore qualification, which is an entry level qualification awarded by Trinity College London.

| | Year | Autumn | Spring | Summer |
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| Fir | A | <p>Sculpture</p> <p>The Beauty of Flowers (MS1)</p> <p>Use rolled up paper, straws, paper, card and clay as materials.</p> <p><i>Artist: Marc Quinn</i></p> | <p>Drawing</p> <p>In the Dark of Night (MS1)</p> <p>Use different tones of coloured pens/pencils to recreate Van Gogh's The Starry Night.</p> <p><i>Artist: Van Gogh</i></p> | <p>Painting & Collage</p> <p>At the Sea Side (MS1)</p> <p>Exploring warm and cold colours. Mixing paint with sand to create texture.</p> <p><i>Artist: Claude Monet</i></p> |
| | B | <p>Painting</p> <p>Weather (MS1)</p> <p>Different brush strokes and colours (warm and cold)</p> <p><i>Artist: J.M.W. Turner</i></p> | <p>Drawing</p> <p>Royalty (MS1)</p> <p>Portraits (MS1)</p> <p>Explore the portraits of royals. Create profile images from the inspirations of Arnold Machin's stamp image of the Queen.</p> <p><i>Artist: Arnold Machin</i></p> | <p>Painting & Printing</p> <p>Food (MS1)</p> <p>Create portraits from inspiration of <i>Giuseppe Arcimboldo</i>.</p> <p>Printing- Create prints with food</p> <p><i>Artist: Giuseppe Arcimboldo</i></p> |
| Elm | A | <p>Sculpture</p> <p>Ancient Art (MS1)</p> <p>Pottery- Use clay and other mouldable materials. Use styluses to draw lines in to the clay surface.</p> | <p>Painting</p> <p>Love for Landscapes (MS1)</p> <p>Produce washes for backgrounds- explore moods with colour.</p> <p><i>Artist: John Ndambo/ John Constable</i></p> | <p>Printing</p> <p>Cityscape art (MS2)</p> <p>Replicate patterns observed in built environments. Explore patterns and create precise repeated patterns.</p> <p><i>Artist: Yvonne Jacquette</i></p> |
| | B | <p>Drawing</p> <p>Food (MS1)</p> <p>Use shading to show light and shadow Use dots and lines to show pattern and texture.</p> | <p>Collage</p> <p>Animals (MS2)</p> <p>Select and arrange materials for a striking effect- Use magazine cut outs to create a collage of an animal</p> <p><i>Artist: Megan Coyle</i></p> | <p>Painting</p> <p>Myths & legends (MS2)</p> <p>Add white to colours to make tints and black to colours to make tones.</p> <ul style="list-style-type: none"> • Create colour wheels. |

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| Ash | A | <p>Drawing & Painting All Work and No Play (MS2)</p> <p>Drawing/Painting- explore a restricted palette and observational sketches.</p> <p><i>Artist: L.S. Lowry</i></p> | <p>Printing Abstract Art (MS2)</p> <p>Painting on different materials. Contrasting colours- Printing two or more layers.</p> <p><i>Artist: Wassily Kandinsky</i></p> | <p>Sculpture Futurism (MS3)</p> <p>Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form. Explore <i>The Quantum Leap. (Local Sculptures)</i></p> <p><i>Artist: Umberto Boccioni</i></p> |
| | B | <p>Drawing Symbolism (MS2)</p> <p>Use hatching and cross hatching to show tone and texture</p> <p>Artist:</p> | <p>Collage Art and Religion (MS3)</p> <p>Tessellation- Explore geometric shapes and a repetition of pattern.</p> <p><i>Artist: M.C. Escher</i></p> | <p>Painting Journey in to Space (MS2)</p> <p>Use a number of brush techniques using thick and thin brushes to produce. shapes, textures, patterns and lines.</p> <p>Artist: David A Hardy.</p> |
| Oak | A | <p>Painting Surrealism (MS3)</p> <p>Landscapes (painting/Drawing)</p> <p><i>Artist Salvador Dali</i></p> | <p>Drawing & Sculptures Art of Anatomy (MS3)</p> <p>Sketches/Sculpture- Sketch wireframes then create life-like sculptures of a human.</p> <p><i>Artist: Leonardo Da Vinci and Ancient Greek Sculptors</i></p> | <p>Printing Pop Art (MS3)</p> <p>Build up layers of colours.</p> <p><i>Artist: Andy Warhol</i></p> |
| | B | <p>Drawing Amazed by Architecture (MS3)</p> <p>Use a choice of techniques to depict movement, perspective, shadows and reflection.</p> <p>Architecture drawing.</p> | <p>Painting The Power of love (MS3)</p> <p>Explore how emotions and passion of love can be represented in pieces of art. Combine colours, tones and tints to enhance the mood of a piece.</p> <p><i>Artist: Gustav Klimt</i></p> | <p>Collage & Textile Cultural tradition in Art (MS3)</p> <p>Colour fabric using the Batik method. Mix textures and combine visual and tactile qualities.</p> <p><i>Artist : Richard kimbo</i></p> |