Cubitt Town Primary School KS1 & KS2

ACCESS ART

Art Curriculum Overview - 2024-25

Year 1		
Autumn	Artist Inspiration: Molly Haslund	Outcome:
Focus: **DRAWING** & SKETCHBOOKS Inspiration: Outcome: Recap:		SPIRALS  https://www.accessart.org.uk/spirals/
Skill progression:	• Can hold and use drawing tools such as pencils and crayons with some dexterity and control. • To experience making marks and building knowledge of different tools exploring variety and scale. • Use drawing to record observations and investigate real objects. • Develop confidence in selecting tools to match a specific task. • Combine drawing media to achieve different effects. • To draw for different purposes: recording, analysing, sketching, planning from observation, memory and imagination. • Talk about drawing using art vocabulary.	
Spring	Artist Inspiration: Paul Klee Emma Burleigh	Outcome:
Focus: **PAINT** SURFACE AND TEXTURE Inspiration: Outcome: Recap:		EXPLORING WATERCOLOUR  https://www.accessart.org.uk/exploring-watercolour-pathway/
Skill progression:	• Can select and use different brushes to explore and make marks of different thickness using wet and dry techniques.	

	• Explore the density of paint adding more or less water to achieve different effects. • To be able to mix secondary colours from 3 primary colours. • Can spread and apply paint to make a background using wide brushes and other tools to express backgrounds. • Investigate mark making using different tools and surfaces.	
Summer	Artist Inspiration: Ernst Haekel	Outcome:
Focus: **SCULPTURE** 3D Inspiration: Outcome: Recap:		MAKING BIRDS  https://www.accessart.org.uk/pathway-making-birds/
Skill progression:	• Explore methods of altering the shape of different materials • Become aware of changes that take place in different materials • Look at sculptures from different times and cultures and say what they think and feel about them, developing appropriate vocabulary.	

Year 2		
Autumn	Artist Inspiration: Andy Goldsworthy Joseph Cornell Lorna Crane the Brush Maker Alice Fox Nicole White Trash Art Project	Outcome:
Focus: **DRAWING** & SKETCHBOOKS Inspiration: Outcome: Recap:		EXPLORE AND DRAW  https://www.accessart.org.uk/explore-draw/
Skill progression:	• To continue to experience making marks and building knowledge of different tools exploring variety and scale using viewfinders to select and isolate interesting detail. • Use drawing to record observations and investigate real objects. • Develop confidence in selecting tools to match a specific task. • Combine drawing media to achieve different effects. • To draw for different purposes: recording, analysing, sketching, planning from observation, memory and imagination. • To observe shape, form, proportion and features of the human body. • Learn how to plan a drawing to fill the paper. • Encourage recognition of light and its effect on objects.	
Spring	Artist Inspiration: Marela Zacarías Charlie French Vincent Van Gogh, Cezanne	Outcome:
Focus: **PAINT** SURFACE AND TEXTURE Inspiration: Outcome: Recap:		EXPRESSIVE PAINTING  https://www.accessart.org.uk/expressive-painting/

<table>
<tr><td>Skill progression:</td><td colspan="2">• To have an awareness of the range of shades through more control of colouring mixing.
• Control the lightness and darkness of colours using black and white (shades and tones)
• Extend exploration of paint with reference to texture (using different parts of the brush, different brush sizes and techniques)
• Use sketchbooks to work through ideas and try out techniques or colours to help form part of later learning.
• Develop an understanding of the work of artists across a range of genres.</td></tr>
<tr><td>Summer</td><td>Artist Inspiration: Guatemalan Worry Dolls Chris Kenny</td><td>Outcome:</td></tr>
<tr><td>Focus: SCULPTURE 3D
Inspiration:
Outcome:
Recap:</td><td> 
*ensure you choose sturdy and branching sticks</td><td>STICK TRANSFORMATION PROJECT

https://www.accessart.org.uk/stick-transformation-project/</td></tr>
<tr><td>Skill progression:</td><td colspan="2">• Explore methods of altering the shape of rigid materials using different techniques such as cutting, folding, weaving, joining.
• Use rigid materials to make constructions, learning to join them in different ways.
• Become aware of changes that take place in different materials
• Make forms from observation of objects and artefacts, using different modelling techniques and exploring varied ways of building up and impressing details.
• Look at sculptures from different times and cultures and say what they think and feel about them, developing appropriate vocabulary.</td></tr>
</table>

<table>
<tr><th colspan="3">Year 3</th></tr>
<tr><td>Autumn</td><td>Artist Inspiration: Heather Hansen, Laura McKendry, Edgar Degas</td><td>Outcome:</td></tr>
<tr><td>Focus: DRAWING & SKETCHBOOKS
Inspiration:
Outcome:
Recap:</td><td> </td><td>GESTURAL DRAWING WITH CHARCOAL

https://www.accessart.org.uk/gestura</td></tr>
<tr><td>Skill progression:</td><td colspan="2">• explore shading, using different media to achieve a range of light and dark tones, black to white
• draw familiar things from different viewpoints and combines images to make new images
• use drawing to design and arrange research and elements of ideas to compose and plan drawings, painting or prints
• draw with coloured media descriptively and expressively to represent ideas and objects with increasing accuracy/fluency
• use a visual journal/ sketchbook to support the development of a design over several stages
• use a viewfinder to select a view and visual clues in an image, then record what is in the frame</td></tr>
<tr><td>Spring</td><td>Artist Inspiration: Alice Kettle, Hannah Rae</td><td>Outcome:</td></tr>
<tr><td>Focus: PAINT SURFACE AND TEXTURE
Inspiration:
Outcome:
Recap:</td><td> </td><td>CLOTH, THREAD, PAINT 
https://www.accessart.org.uk/cloth-thread-paint/</td></tr>
<tr><td>Skill progression:</td><td colspan="2">• introduce different types of brushes for specific purposes
• explore the effect on paint of adding water, glue, sand, sawdust and use this in a painting
• mix and use primary and secondary colours with the addition of black and white and other hues
• investigate, experiment, mix and apply colour to represent real life, ideas and moods
• to develop further colouring mixing skills
• to be aware of the different types of paints and their different purposes</td></tr>
<tr><td>Summer</td><td>Artist Inspiration: Lauren Child, Steve Kirby, Andrew Fox,</td><td>Outcome:</td></tr>
</table>

Focus: **SCULPTURE** 3D Inspiration: Outcome: Recap:	Lucinda Schreiber  	MAKING ANIMATED DRAWINGS  https://www.accessart.org.uk/animat
Skill progression:	• plan, develop and make sculptures from observational drawings • design and make a 3D form as a maquetté , consider form / function • develop understanding of how sculptures use materials and use appropriate language to describe materials	

<table>
<tr><th colspan="3">Year 4</th></tr>
<tr><td>Autumn</td><td>Artist Inspiration: Laura Carlin, Shaun Tan, Irina Richards</td><td>Outcome:</td></tr>
<tr><td>Focus: DRAWING & SKETCHBOOKS
Inspiration:
Outcome:
Recap:</td><td></td><td>STORYTELLING THROUGH DRAWING
Pathway: Storytelling Through Drawing</td></tr>
<tr><td>Skill progression:</td><td colspan="2">• use line, tone, shape and mark with care to represent things seen, imagined or remembered
• will investigate and experiment with formal elements to make drawings that convey meaning
• uses a journal/ sketchbook to plan and develop ideas, gather evidence and investigate testing media
• use and manipulate a range of drawing tools with control and dexterity applying teacher guidance
• Make quick studies from observation to record action or movement with some fluency
• draw in line with care when taking a line for a walk, or in scale applying rules of simple perspective</td></tr>
<tr><td>Spring</td><td>Artist Inspiration: Paul Cezanne, Peter Claesz, Melchior d’ Hondecoeter, Jan Davidsz, Jacob Vosmaer, Hilary Pecis, Nicole Dyer, Baas Meeuws, Hirasho Sato</td><td>Outcome:</td></tr>
<tr><td>Focus: PAINT SURFACE AND TEXTURE
Inspiration:
Outcome:
Recap:</td><td></td><td>EXPLORING STILL LIFE
Pathway: Exploring Still Life</td></tr>
<tr><td>Skill progression:</td><td colspan="2">• understand how artists use warm and cool colour using this when mixing paint to express a mood in a work
• represent things observed, remembered or imagined, using colour selecting appropriate paint and brushes</td></tr>
</table>

	• create a painting from designs and research to communicate an idea or emotion • to reproduce a tighter range of colours, matching those in natural and made objects • to work into a painted surface with other media (chalks, pens, inks etc)	
Summer	Artist Inspiration: Anthony Gormley, Yinka Shonibare,Thomas J Price	Outcome:
Focus: **SCULPTURE** 3D Inspiration: Outcome: Recap:	 	THE ART OF DISPLAY  Pathway: The Art Of Display
Skill progression:	• construct a structure in linear or soft media before then covering the surface to make a form • Identify and assemble found materials to make a new form, • create textured surfaces using rigid and plastic materials and a variety of tools • use sketchbooks to collect visual information, comparing ideas from different styles / traditions	

<table>
<tr><th colspan="3">Year 5</th></tr>
<tr><td>Autumn</td><td>Artist Inspiration: Louise Fili, Grayson Perry, Paula Scher, Chris Kenny</td><td>Outcome:</td></tr>
<tr><td>Focus: DRAWING & SKETCHBOOKS
Inspiration:
Outcome:
Recap:</td><td>
</td><td>TYPOGRAPHY AND MAPS


Pathway: Typography and Maps</td></tr>
<tr><td>Skill progression:</td><td colspan="2">select appropriate media and techniques to achieve a specific outcome
plan and complete extended sets of drawings in sketchbook/ journals to plan a painting, print or 3D piece
build up drawings and images of whole or parts of items using various techniques, e.g. card, relief, found materials, torn and cut materials
use charcoal/pastels in response to light and dark, shadows and well lit areas
use a visual journal/ sketchbook to support the development of a design over several stages
draw expressively in broad and fine coloured media to represent ideas and objects with accuracy and meaning
select , use and manipulate a range of drawing tools, using them with control and dexterity to accurately represent from observation
select a view and use a viewfinder to record what is in the frame and compile and develop several studies as visual evidence for a purpose</td></tr>
<tr><td>Spring</td><td>Artist Inspiration: Vanessa Gardiner, Shoreditch Sketcher, Kittie Jones</td><td>Outcome:</td></tr>
<tr><td>Focus: PAINT SURFACE AND TEXTURE
Inspiration:
Outcome:
Recap:</td><td>
</td><td>MIXED MEDIA LANDSCAPES AND CITYSCAPES

Pathway: Mixed Media Land And City Scapes</td></tr>
</table>

<table>
<tr><td>Skill progression:</td><td colspan="2">create different effects by using a variety of tools and techniques such as dots, scratches and splashes, and applying paint in layers
plan/paint symbols, forms, shapes, and composition when exploring the work of other artists/cultures informing their painting
Show the effect of light and colour, texture and tone on natural and man-made objects
colour mix with care and some accuracy using, painting tools and effects to represent things seen, imagined or remembered
encourage close observation of a small area of painting and focus attention on technique, texture and colour
experiment with colour to express mood, emotion and atmosphere</td></tr>
<tr><td>Summer</td><td>Artist Inspiration: Shoreditch Sketcher, Various Architects</td><td>Outcome:</td></tr>
<tr><td>Focus: SCULPTURE 3D
Inspiration:
Outcome:
Recap:</td><td></td><td>ARCHITECTURE, DREAM BIG OR SMALL?
Pathway: Architecture: Dream Big or Small?</td></tr>
<tr><td>Skill progression:</td><td colspan="2">produce simple design drawing ideas for 3D work in basic perspective, drawn as if seen or imagined from 1 or 2 different viewpoints
explore how a stimuli be used as a starting point for 3D work with a particular focus on form, shape, pattern, texture, colour
design and make a functional and decorative form in
select appropriate materials to model and create a maquetté as a design for a larger sculptural form or idea</td></tr>
</table>

<table>
<tr><th colspan="3">Year 6</th></tr>
<tr><td>Autumn</td><td>Artist Inspiration: Lubaina Himid, Claire Harrup</td><td>Outcome:</td></tr>
<tr><td>Focus: DRAWING & SKETCHBOOKS
Inspiration:
Outcome:
Recap:</td><td></td><td>2D DRAWING TO 3D MAKING

https://www.accessart.org.uk/flat-yet-sculptural-drawing-collage-construction/</td></tr>
<tr><td>Skill progression:</td><td colspan="2">• understand and select media and physical mark making techniques that represent ideas expressively conveying mood or emotion
• investigate and learn through experimenting and playful making to create personal responses
• Express their ideas and observations responding to advice from others to rework and improve design ideas
• convey tonal qualities well, showing good understanding of light and dark on form
• develop quick studies from observation recording action and movement with fluency, returning to each study to improve accuracy/detail
• draw in line and shape to represent 3D forms</td></tr>
<tr><td>Spring</td><td>Artist Inspiration: Njideka Akunyili Crosby, Yinka Shonibare, Thandiwe Muriu, Mike Barrett</td><td>Outcome:</td></tr>
<tr><td>Focus: PAINT SURFACE AND TEXTURE
Inspiration:
Outcome:
Recap:</td><td></td><td>EXPLORING IDENTITY
</td></tr>
</table>

		https://www.accessart.org.uk/identity/
Skill progression:	• select from different methods to apply colour using a variety of tools and techniques to express mood or emotion • apply perspective rules to help make a painting to represent a real or imagined place showing depth, space and distance • improve a design for a painting using study of other artworks and advice, making some changes • explore colours, composition and content in the art of other times and cultures • show evidence of selecting techniques and materials to use independently, exploring using sketchbooks	
Summer	Artist Inspiration: Yinka Ilori	Outcome:
Focus: **SCULPTURE** 3D Inspiration: Outcome: Recap:		TAKE A SEAT  https://www.accessart.org.uk/take-a-seat/
Skill progression:	• apply knowledge of different techniques to expressive scale, weight or a concept • use study of 3D work from a variety of genres and cultures to develop their own response through models, experimentation and design stages • Recreate 2D images in 3D, looking at one area of experience, e.g. recreate a landscape or figure focusing on form/ surface • make imaginative use of the knowledge they have acquired of tools, techniques and materials to express their own ideas and feelings • use artists' work as a stimulus for making sculptures using varied materials	