



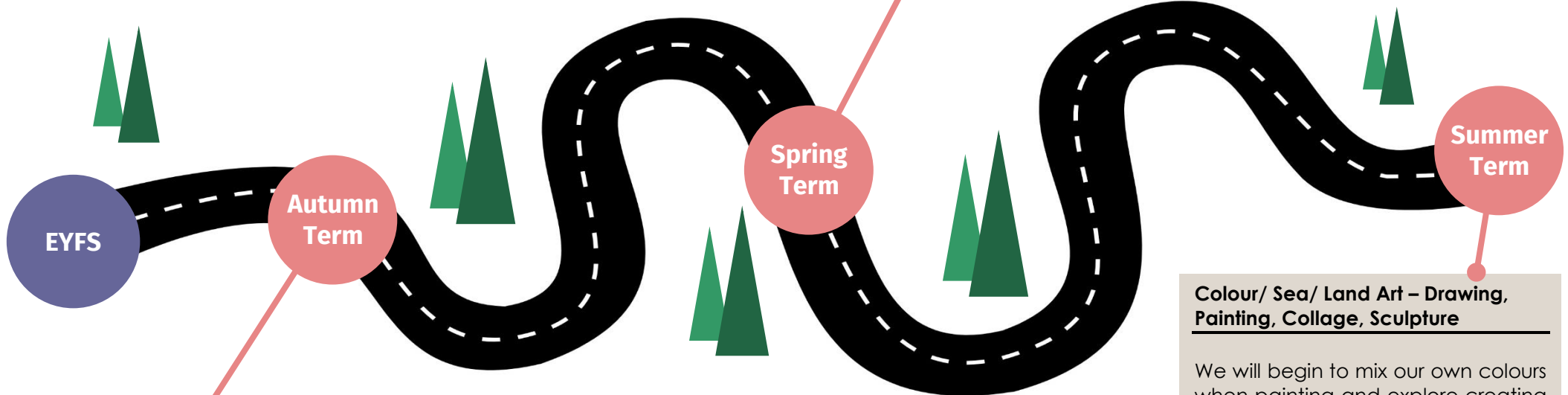
Art & Design Curriculum Map

Key Vocabulary

Portrait, face, mirror, friend, family, colour, mixing, shade, brush, paint, palette, bright, dark, light, draw, line, shape, picture, detail, design, print, stamp, pattern, handprint, cut, stick, join, collage, model, sculpture, clay, flour dough, mould, material, leaf, stone, twigs, nature, Andy Goldsworthy, land art, autumn, tool, scissors, glue, idea, create, make, explore, change, choose, imagine, explain, process.

Colour – Drawing, Painting

We will create pictures out of different materials, and introduce colour mixing with palettes and smaller brushes. We will be able to share and talk about our creations and explain the process we have used. We will be able to represent our ideas in a range of ways; art, DT, role play and stories using our knowledge of media/material.



Ourselves/ Seasonal – Drawing, Painting, Printing

We will explore drawing and painting pictures of ourselves using mirrors. We will create pictures of ourselves and friends using loose parts. We will be creating pictures of family and friends using a range of media. We will begin thinking about colours and using them realistically in pictures. We will experiment with using a range of objects to print with e.g. building blocks, cotton reels, hands. We will explore using a range of materials to make collages and models. We will safely use and explore a variety of materials, tools and techniques in the workshop area, including the use of clay to create Diwali lamps. We will begin to develop colour mixing techniques and create representational paintings of autumn objects.

Colour/ Sea/ Land Art – Drawing, Painting, Collage, Sculpture

We will begin to mix our own colours when painting and explore creating new shades for a particular purpose. We will continue to develop skills in using a variety of tools, techniques and materials including creating simple sculptures in clay and flour dough. We will represent our ideas in a range of ways; producing paintings and collages of sea creatures involving colour mixing. We will use natural materials to create pictures in the style of Land Artist Andy Goldsworthy.



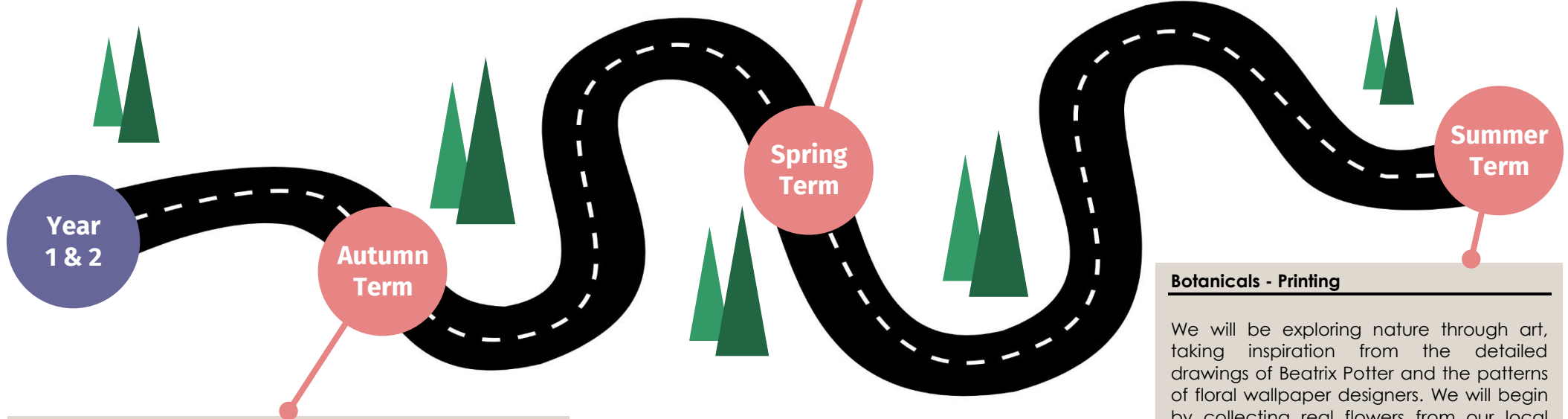
Art & Design Curriculum Map

Key Vocabulary

Sketch, line, shape, pattern, texture, colour, mark-making, detail, observation, design, printing, repetition, stencil, sponge, bubble wrap, paint, press, roller, background, foreground, animal features, whiskers, stripes, spots, fur, eyes, ears, zebra, leopard, tiger, sculpture, inukshuk, clay, slip, cross-hatching, join, balance, photograph, angle, composition.

Inukshuk – Clay Sculptures

We will be exploring the traditional Inukshuk sculptures created by Inuit peoples. We will be studying examples, sharing our thoughts and sketching the shapes and forms we've observed. We will then learn basic clay techniques, including how to use slip and cross-hatching to join pieces securely. With these skills, we will move on to design our own Inukshuk sculptures, planning the shapes and balance of their forms. Once our sculptures are complete, we will learn how to take digital photographs of our artwork, thinking carefully about angles, backgrounds, and composition to present our work with pride.



Animal Art – Drawing and Painting

We will begin the lesson by talking about the drawing materials we have already used and which ones we prefer. We will then look at drawings of some animals with prominent markings – tigers, leopards, zebras. We will talk about the features we can see and describe them, focusing on the shapes of the ears, whiskers, shape of eyes etc. We will use half a picture as a guide and practise drawing the other half to complete the picture. We will then move on to looking carefully at close up images of animal fur. We will discuss what we can see and describe the patterns and colours. We will use sketching pencils to draw the patterns. We will then explore using paints for mark making, to recreate our patterns.

Forest School Art

We will be exploring creating art inspired by, or made from, nature and natural materials. We will have the opportunity to paint using sticks and mud; create Hapa Zome prints using flowers and leaves; create land art sculpture using sticks, leaves and rocks; produce weaving using wool and sticks.

Botanicals - Printing

We will be exploring nature through art, taking inspiration from the detailed drawings of Beatrix Potter and the patterns of floral wallpaper designers. We will begin by collecting real flowers from our local environment and practise careful observational drawing, focusing on line, shape, and detail. We will be exploring simple printing techniques using a range of materials such as sponges, bubble wrap, and textured objects to experiment with pattern and texture. We will be developing our understanding of repetition and composition by looking closely at wallpaper designs. To complete the unit, we will be creating our own floral prints by using our collected flowers as stencils, applying a printing technique and choosing colours thoughtfully to reflect artistic style.



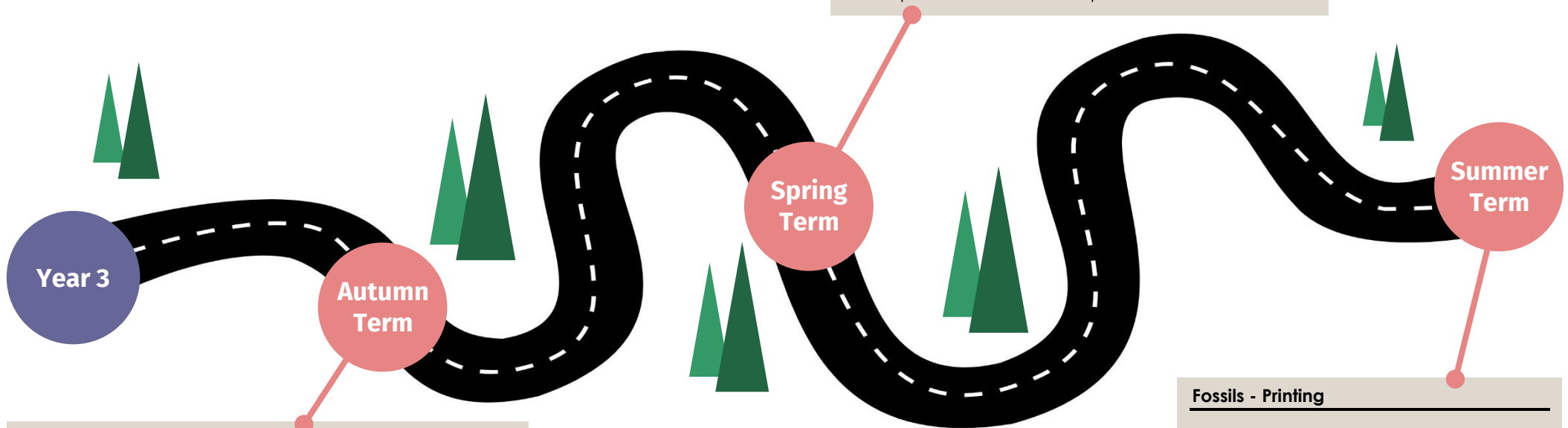
Art & Design Curriculum Map

Key Vocabulary

Volcano, eruption, lava, texture, blending, layering, warm colours, pastel, torn paper, expressive, movement, shape, line, tone, sculpture, clay, moulding, slip, carving, natural tones, Lion Man, prehistoric, fossil, ammonite, printing, mono print, block print, repeat pattern, design, palette, sketchbook, annotate, evaluate, colour mixing, watercolour, poster paint, charcoal, inspiration, media, technique.

Stone Age Art – Drawing, Painting, Clay Sculpture

We will be exploring the theme of Stone Age Art. Inspired by the book 'Vincent's Starry Night and Other Stories', we will be considering 'Who were the first artists?' Using the story of the Lion Man sculpture, we will be developing curiosity and inquiry, recording questions and ideas in our sketchbooks. We will be practising colour mixing using poster paint, watercolours and pencils, creating a variety of browns to reflect natural Stone Age tones. We will also be experimenting with different drawing media to design our own Lion Man-inspired sculptures, before using clay and moulding techniques to create the sculptures.



Angry Earth – Painting, Collage

We will be exploring volcanoes through art, linking our creative work to our geography topic - we will be inspired by the power and movement of volcanic eruptions. We will be studying images of real volcanoes and discussing colour, shape, and texture. We will be experimenting with a range of media including pastels and paints to create explosive and expressive artwork. We will be exploring blending warm colours to show lava flow and using strong lines and shapes to convey eruption and movement. We will explore layering techniques to build textured backgrounds, and we will be applying torn paper to help create dynamic volcanic scenes.

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Fossils - Printing

We will be developing our printing skills through a creative project linked to our science learning on rocks and fossils. Inspired by ammonite shapes, we will be designing and making our own printing blocks. We will begin by sketching fossils, before experimenting with creating a colour palette using paints and pencils, recording thoughts and reflections in our sketchbooks. We will then explore ideas for a simple repeating pattern or design for our final print. Finally, we will be making our printing blocks and create our final design. We will be evaluating our work.



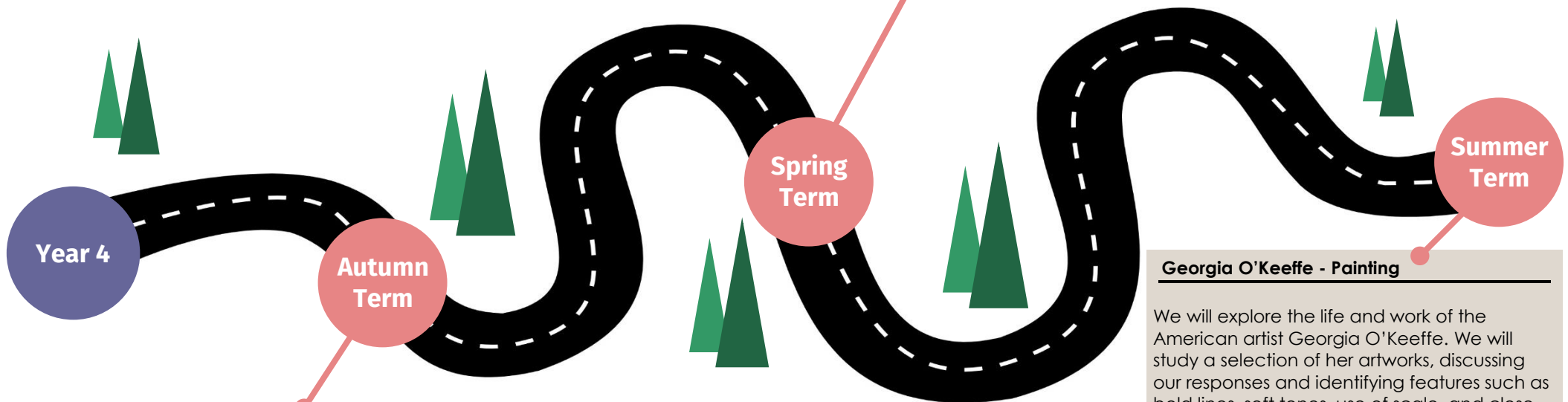
Art & Design Curriculum Map

Key Vocabulary

Canopic jar, symbolism, design, sketch, function, decoration, coiling, pinching, slip, scoring, mould, texture, form, motif, Gazbia Sirry, observational drawing, mixed media, Anglo-Saxon, cross, symbol, religious art, layering, depth, relief, cutting, shading, sponge painting, colour scheme, Georgia O'Keeffe, composition, scale, close-up, tint, tone, shade, blending, brush control, edge taping, presentation, watercolour, poster paint.

Anglo-Saxon Cross – Drawing and Mixed-Media

We will focus on mixed media in and will be making Anglo-Saxon crosses. We will look at imagery of Anglo-Saxon symbols and focus on our drawing skills to create sketchbook pages of designs. We will discuss the similarities and differences between other religious symbols both from the past and present. Finally, we will create our end design and then we will use cardboard to cut, stick and create our own Anglo-Saxon cross, focusing on texture and depth. We will create our own colour scheme and add shading using brushes and sponges, before adding detail to our final pieces.



Egyptian Canopic Jars - Clay

We will focus on sculpture, linking our learning to our history topic on the Ancient Egyptians. We will begin by exploring the purpose and symbolism of canopic jars, discussing how and why they were used. Inspired by this, we will sketch our own design ideas, thinking carefully about shape, function, and decoration. We will experiment with clay, exploring how to manipulate and join it using techniques such as coiling, pinching, and scoring with slip, helping us understand the properties of clay before creating our final canopic jar designs. Once sculpted, we will paint our jars using colours and motifs inspired by Ancient Egyptian art. We will also explore the bold and expressive artwork of Egyptian artist Gazbia Sirry, using her work to inspire our sketchbook drawings and to build our observational and mark-making skills throughout the unit.

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Georgia O'Keeffe - Painting

We will explore the life and work of the American artist Georgia O'Keeffe. We will study a selection of her artworks, discussing our responses and identifying features such as bold lines, soft tones, use of scale, and close-up compositions. Inspired by O'Keeffe's focus on flowers, we will look closely at real flowers and photographs, sketching the shapes, patterns, and textures. We will experiment with scale, practising how to enlarge a single flower to fill the page. We will explore colour mixing and paint application, practising mixing tints, tones and shades. We will explore brush control and blending techniques to add depth and detail to our work. We will also learn how to tape the edges of their paper to create a neat, professional finish and develop good habits for presenting their work. We will then use these skills to produce a final flower painting in the style of Georgia O'Keeffe.



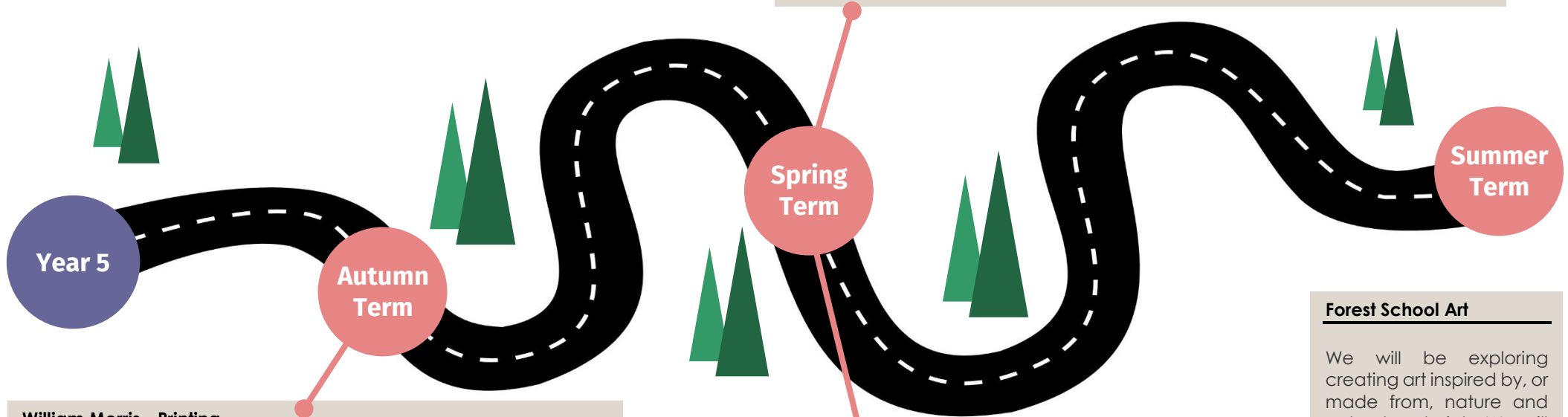
Art & Design Curriculum Map

Key Vocabulary

William Morris, motif, symmetry, repetition, pattern, composition, layout, balance, refine, tracing, polystyrene, printing block, ink application, colour palette, pressure, alignment, seamless, Retro Futurism, geometric, contrast, depth, atmospheric, nebula, glow, blending, layering, sketching, stylised, spacecraft, sculpture, relief, texture, ceramic, narrative, symbolism, rolling, cutting, joining, scoring, composition, palette, Willow pattern.

The Willow Pattern Story – Clay Sculpture

We will be exploring sculpture through clay, focusing on creating a decorative piece inspired by the traditional Willow pattern. We will be looking at the art of storytelling through ceramic design, looking at examples of plates that use imagery to tell myths, legends or cultural tales. We will learn about the origins and distinctive features of the Willow pattern, discussing how symbols and composition are used to represent a narrative. We will design our own version of 'The Willow Plate', sketching story ideas and experimenting with how to represent key elements visually. We will practise a range of clay techniques, including rolling, cutting, joining, and relief sculpting, learning how to create raised details and apply decorative textures. We will move on to sculpting our final plate, carefully applying our chosen techniques to build a clear and well-structured composition in clay. After drying and refining our plates, we will paint our pieces using a limited palette, inspired by the iconic blue-and-white style of the Willow pattern.



William Morris - Printing

We will focus on printing, building our skills through the study of Victorian designer William Morris. We will explore his intricate wallpaper designs, focusing on floral motifs, symmetry, repetition, and the use of shape, colour, and pattern. We will begin by designing our own motifs, sketching ideas and experimenting with layout and balance in our sketchbooks. We will explore how simple shapes can be combined to form more complex, repeating patterns. Designs will be refined through drawing, tracing, and adapting compositions ready for printing. Using polystyrene blocks, we will transfer our designs and experiment with ink application, colour palettes, and alignment to create seamless patterns. We will reflect on how pressure, ink quantity, and positioning affect the outcome, recording our learning in sketchbooks. Finally, we will produce a finished print, showcasing our design in a selected colour scheme.

Space - Painting

We will explore the theme of Space through a Retro Futurist lens, combining imagination with developing art techniques. We will begin by studying Retro Futurist aesthetics, focusing on geometric forms, dramatic lighting, stylised spacecraft, and vivid planetary landscapes. We will practise sketching techniques to explore composition, line, and form, generating ideas for an imagined view from a distant planet. Through a series of experimental sessions, we will build skills in using blended pastels, layered paints, and brush techniques to create effects such as nebulae, stars, and planetary glow. We will explore Retro Futurist colour palettes, considering how to create contrast, depth, and visual interest. Sketchbooks will be used to trial ideas and practise techniques before designing and creating a final outer space composition.

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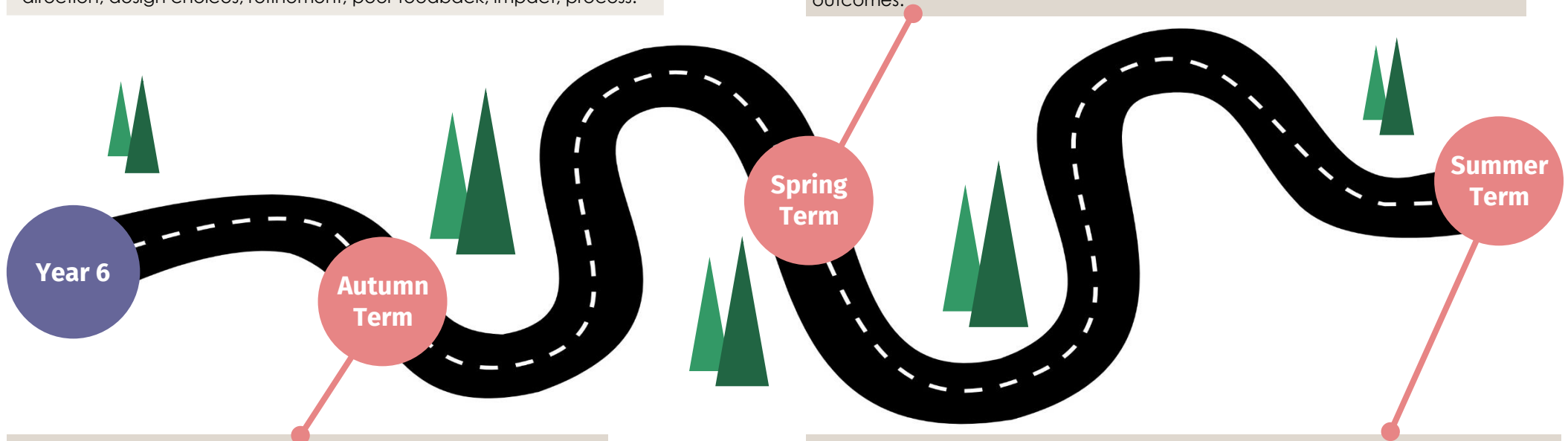
Art & Design Curriculum Map

Key Vocabulary

Inspiration, creativity, design, experimentation, expression, proportion, movement, shape, natural pigments, tonal shading, application, realistic effect, dramatic effect, found materials, temporary sculpture, natural weaving, loom, Hapa Zome, spontaneous art, monoprinting, printing surface, ink application, pressure, transfer, tracing, clay, shaping, cutting, joining, slip, detailing, surface texture, scale effect, reference image, seabird, map (as medium), technical skill, creative direction, design choices, refinement, peer feedback, impact, process.

Dragon Eyes – Clay Sculpture

We will explore drawing, printing, and sculpture through the imaginative theme of dragon eyes. We will begin by experimenting in our sketchbooks, creating a range of dragon eye designs using tonal shading and watercolours to develop depth and expression. We will also trial different printing techniques, such as using bubble wrap and textured wallpaper, to explore surface pattern and texture. Building on these designs, we will learn and apply a range of clay techniques to sculpt our own dragon eye - shaping, cutting, and joining clay using slip, while experimenting with a variety of tools to add surface texture that mimics scales and skin. We will refine our sculptures by painting them with acrylics, learning how to mix colours and apply paint for realistic or dramatic effect. Final details include adding a glass eye and sealing the sculpture with a PVA glaze. We will evaluate our own and our peers' work, discussing design choices, technical skills, and final outcomes.



Forest School Art

We will be exploring how nature can inspire and even become part of our art. We will begin by experimenting with painting using sticks, mud, and natural pigments to explore mark making and texture. We will learn the Japanese technique of *Hapa Zome*, using leaves and flowers to create natural prints by hammering pigment into fabric or paper. We will be creating land art, building temporary sculptures using found materials like leaves, rocks, and twigs. We will try natural weaving using wool and sticks, learning how to construct simple looms and experimenting with pattern and structure. Importantly, we will also have opportunities to follow our own creative direction. During sessions in Forest School, we will be encouraged to create spontaneous pieces of artwork using our environment, guided by our own ideas and inspiration.

Seabirds - Printing

We will be exploring the art of monoprinting through a project inspired by extracts from the novel 'Why the Whales Came' by Michael Morpurgo, set in the Scilly Isles. We will begin by studying extracts from the novel and looking at reference images of seabirds native to our local area. We will sketch several birds/ bird parts in our sketchbooks, focusing on capturing shape, proportion, and movement. For the final piece, we will be using a simple monoprinting technique: a thin layer of ink applied to a shiny surface such as a plastic sheet. Once we have decided on our sketch to be used for our final design, we will experiment with monoprinting to help us understand about the impact of pressure and ink usage. We will create some practise prints. When we are happy to begin our final pieces, a copy of a map of the Isle of Wight will be carefully placed on top of the ink, followed by a copy of our bird sketch. We will use a biro to firmly trace over the bird image, transferring the ink from the surface below onto the map.