

Art and Design Curriculum Pathway

Secondary School

Shadow Puppets
Working in 3D
Explore how traditional and contemporary artists use cut outs and shadow puppets.



Activism
Surface and Colour
Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.



2D Drawing to 3D Making
Drawing and Sketchbooks
Explore how 2D drawings can be transformed into 3D objects. Work towards a sculptural outcome or a graphic design outcome.



Year 6

Across KS2, children will:

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

Fashion Design
Surface and Colour
Explore contemporary fashion designers and create your own 2D or 3D fashion design working to a brief.



Set Designs
Working in 3D
Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.



Typography and Maps
Drawing and Sketchbooks
Explore how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.



Year 5

Storytelling through Drawing
Drawing and Sketchbooks
Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing.



The Art of Display
Working in 3D
Explore how the way we display our work can affect the way it is seen.



Explore Pattern
Surface and Colour
Explore how we can use colour, line and shape to create patterns, including repeating patterns. Designing Christmas paper.



Gestural Drawing with Charcoal
Drawing and Sketchbooks
Make loose, gestural drawings with charcoal, and explore drama and performance.



Working with Shape and Colour
Surface and Colour
"Painting with Scissors": Collage and stencil in response to looking at artwork.



Making Animated Drawings
Working in 3D
Explore how to create simple moving drawings by making paper "puppets" and animate them using tablets.



Year 4

Across KS1, children will:

- Use a range of materials creatively to design and make products.
- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Learn 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.

Stick Transformation Project
Working in 3D
Explore how you can transform a familiar object into new and fun forms.



Expressive Painting
Surface and Colour
Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark making to create abstract still life.



Explore and Draw
Drawing and Sketchbooks
Introduce the idea that artists can be collectors and explorers as they develop drawing and composition skills.



Year 3

Simple Printmaking
Surface and Colour
Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.



Making Birds
Working in 3D
Sculptural project beginning with making drawings from observation, explore media, and transforming the drawings from 2D to 3D to make a bird.



Year 2

Spirals
Drawing and Sketchbooks
Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.



Feely Drawings and Self Portraits
Drawing and Sketchbooks



Finger Painting and Artist Studies
Surface and Colour



Year 1

Pirate Ships
Working in 3D



Year R