

The Winns Primary School Art Curriculum Map

1. Landscapes.

Experimenting with different art materials to create texture. Example theme: The seaside, alternative theme: Castles.

1. Formal Elements.

(shape, line, colour)

Exploring mixing and painting with secondary colours, using circles to create abstract compositions and working collaboratively to create a class piece of art inspired by water.

1. Sculptures & Collage.

On the theme of the natural world, children create sculptures, collages, 3D models of creatures and a giant spider sculpture, inspired by Louise Bourgeois.

2. Formal Elements.

(pattern, texture, tone)

Pattern, texture and tone: creating printed patterns using everyday objects, taking rubbings using different media and creating 3D drawings.

2. Sculpture & Mixed Media.

Sculpture, pop art, drawing to portray emotions and taking inspiration from the works of Roy Lichtenstein.

2. Human Form.

Exploring how bodies and faces are portrayed in art: looking at works of art, creating collages, drawing portrait, creating a peg figure and collage.

3. Prehistoric Art.

Learning about how and why art was created thousands of years ago, making homemade paints from natural materials and replicating painting techniques from the past.

3. Formal Elements.

(shape, tone)

Exploring shape and tone – identifying shapes in everyday objects, using shapes as guidelines to draw accurately from observation, creating form and shape using wire and shading from light to dark

3. Craft.

Creating mood boards as inspiration, learning to tie-dye, weaving and sewing to create a range of effects using fabric.

4. Every Picture Tells a Story.

Analysing works of art, using inference and prediction to explore what might be depicted and intended by the artists. Creating photo collages and abstract art.

4. Formal Elements.

(texture, pattern)

Developing a range of mark-making techniques, making and printing with textured stamps for printing, drawing 'flip' patterns and recreating a famous geometric pattern.

4. Sculpture.

Learning about the works of inspirational sculptors, creating 3D works of art, working with recycled materials and making collages.

5. Every Picture Tells a Story.

Exploring the meaning behind art – analyse the work of Banksy; making symmetry prints inspired by Rorschach, telling a story using emojis, reenacting a poignant war scene and taking inspiration from ceramic artist Odundo.

5. Architecture.

Drawing from observation, creating prints, drawing from different perspectives and learning about the role of an architect.

5. Design for Purpose.

Designing to a given criteria; developing design ideas for a room interior, a coat of arms and a product to fit a given name.

6. Make my Voice Heard.

Exploring art with a message, looking at the works of Pablo Picasso and Käthe Kollwitz and through the mediums of graffiti, drawing, painting and sculpture, creating artworks with a message.

6. Photography.

Developing photography skills – composition, colour, light, abstract image, underlying messages and capturing and presenting images in different ways.

6. Still Life.

Creating a variety of still life pieces influenced by different artists, using a range of mediums and showcasing work in the form of a memory box.