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| **C:\Users\MissSpalvieri\Downloads\Badge.png Monksdown Art Curriculum**  |
|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Nursery** | To explore and use a variety of media and materials through a combination of child initiated and adult directed activities. |
| **Reception** | To explore a variety of materials, tools and techniques, experimenting with colour, design, texture and form. To represent their own ideas, thoughts and feelings through art. |
| **Drawing -** Drawing fundamentally enables the visualisation and development of perceptions and ideas and will therefore be taught under every umbrella in Art & Design. Sketchbooks are vital for the development of a child’s visual language and will be used for children to document, experiment, compare and evaluate their work before their final piece from Year 1 – Year 6. |
| **Year 1** | **3D sculpture** – Children to make observational drawings of a variety of animals. Children will draw in pastel which will then be developed into 3D using clay. They will study the work of Aardman animations and use digital media to create their own stop motion using their clay figures***Artist: Aardman animations*** | **Painting -** Self-portraits – Children will draw and sketch using a range of media including in pencil, charcoal and chalk, experimenting by smudging to create shade, taking influence from the artist Kathe Kollwitz. They will then develop into pastels and watercolours.***Artist: Modigliani*** |  |  | **Printmaking** – Children are to make observational drawings and paintings of a range of plants, exploring primary and secondary colours. These ideas will then be developed into printmaking, taking influence from the artist William Morris. ***Artist: William Morris & Kehinde Wiley*** |  |
| **Year 2** |  | **Printmaking -** Children will make drawings and paintings of their local area, experimenting with a range of media. Their drawings will be developed into a simplified printing motif of school or local area and print using Quick Print. ***Artist – James Green*** |  | **Textiles/Collage -** Collect, cut and position an array of fabrics and or papers for sea. Discuss how these can be positioned to suggest movement.Children to create a large seaside image using fabric by weaving. Look at different textures each material creates and represents.***Artist – Caroline Saxby*** |   | **3D Sculpture** - Use wooden figures to explore the proportions and lengths of limbs and make observational sketches using chalk, graphite and charcoal. Discuss how to create a 3D effect using shading and painting using tint and shade. Create a 3D sculpture of figures.***Artist – Deborah Roberts and Antony Gormley*** |
| **Year 3** | **Printmaking -** Study Robert Hooke’s drawings of fossils. Develop a simplified printing motif of a fossil.Relief printing blocks to be built up with various materials built up onto a card base such as string, bubble wrap etc. Experiment printing with two colours.***Artist -*** ***Robert Hooke and Katusushika Hokusai***  |  |  | **3D sculpture –** Children to make observational studies of still life arrangements in sketchbooks. Use a full range of drawing materials; grades of pencils, charcoal and chalk to make careful drawings, smudging to help create 3-D effects. Plan and create sculptures of fruit & veg. Create textures of skins using textured fabric.***Artist – Lundin Kudo*** | **Painting -** Children to question if they believe graffiti is art or not. Children to explore different graffiti designs in Liverpool, specifically the Baltic Market. Children to work together on a large scale to create their own expression of self, creating their own graffiti design.***Artist – Banksy, Paul Curtis*** |  |
| **Year 4** | **3D sculpture -** Experiment with different grades of media by making observational drawings of food.Study a range of still life impressionist paintings. Make a 3D sculpture based on Oldenburg***Artist Study – Claes Oldenburg*** |  | **Painting -** Investigate how artists have developed impressions of the sea, including abstract and sculpture. Capture the flow and energy of water. Develop an abstract painting with texture. Children can use tissue paper, papier mâché or mod-roc to explore a particular shape of water.***Artist – Maggi Hambling & Monet*** |  | **Printmaking -** Explore the use of the image of the skull in sketchbooks. Work on a larger scale and add vibrant colour like Jean Basquait. Draw simplified image onto Quickprint foam. Rotate image in a variety of ways and complete repeated pattern. Experiment with two colours or work with a partner using alternate colours.***Artist – Jean Basquait*** |  |
| **Year 5** |  | **3D Sculpture -** Children to understand the human form and how human proportions are drawn. In journals, children can make a series of drawings of wooden mannequins. Using Giacometti’s thin, elongated style, use soft wire to sculpt a human in a moving position. Use photographs of children moving as a stimulus.***Artist - Alberto Giacometti & Ronald Moody*** |  | **Painting** - Explore abstract painting and create their own abstract paintings for imaginary planet surfaces. Children can investigate abstract painters such as Jackson Pollock, Jean Miro, and Mark Rothko. Develop colour mixing in response to planet colours and forms in paint. Build up layers of shapes and marks in response to craters and mountains.***Artist – Catherin Machin*** |  | **Sketching -** Children will explore the work of Ben Johnson and look at the architecture of the Liverpool skyline. Children to make observational drawings of the skyline. Children to learn how to draw using perspective.***Artist – Ben Johnson*** |
| **Year 6** |  | **Painting -** Make drawings in response to music. Experiment with mark-making in response to changes of mood in music. Develop colour mixing in response to sounds and music.Investigate changing materials; develop pastel work on top of paint work to emphasise key sounds. Children to work on a large scale.***Artist – Kandinsky, Melissa McCracken, Billy Eilish*** |  | **3D sculpture –** Make drawings based on evolution (fossils, skulls, images of stages of evolution). Develop ideas using mixed media. Look at the various face structures of the stages of evolution. Children to make 3D models of heads. Children to develop skills in using clay including. slabs, coils, slips safely. Children to paint their models in the style of Ramesh Mario Nithiyendrun.***Artist – Ramesh Mario Nithiyendran*** | **Textiles/ Collage -** Children can develop their drawing and painting skills and then enrich their ideas into a textile through batik.In journals, make studies of the sea, seaside, lighthouses, boats. Children to investigate creating batik pictures and using this as a base for additional sewing of seaside features or to be left as an abstract expression of the sea.***Artist - Abigail Mill, Trini Kenny*** |