

# Art and Design

At Westlea Primary School we highly value Art and Design as it gives *all* children opportunities to use their creativity and imagination. It helps children achieve their potential and feel a sense of accomplishment and enjoyment within the process of art, as well as with the finished product. Children work individually and within a group to develop their artistic, social and personal skills. Art gives children opportunities to develop and enhance specific skills, whether this is taught as part of a cross-curricular session or a stand-alone art session.

A high-quality art and design education intends to engage and inspire children, equipping them with the knowledge, skills and confidence to experiment, invent and create their own works of art. They should also know how art and design features in, and shapes and reflects, our history. .



Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Art and Design</b>						
1	<b>Drawing: Make Your Mark</b> Exploring line, mark making and observational drawing		<b>Painting and mixed media: Colour Splash</b> Exploring primary and secondary colours, printing		<b>Sculpture and 3D: Paper Play</b> Make sculptures by rolling, folding and scrunching paper	
2	<b>Drawing: Tell us a story</b> Exploring media, texture, observational drawing, representing feelings through art		<b>Sculpture: Clay Houses</b> Making marks, sculpting technique, pattern, design, 3D modelling.		<b>Craft and Design: Map it Out</b> Design, felting, investigation, colour, abstract.	
3	<b>Prehistoric Art:</b> History of art, making natural paints and replicating painting styles. Experimenting with: charcoal, berries, leaves Sketching and painting.		<b>Formal Elements of Art: Shape and tone.</b> Draw accurately from everyday objects. Create form and shape- wire Shading from light to dark.		<b>Craft:</b> Create mood boards. Techniques- tie dye, weaving and sewing using fabrics.	
4	<b>Drawing: Power Prints</b> Using mechanical drawings, combine media for effect when developing a drawing into a print.		<b>Sculpture and 3D: Mega Materials</b> Exploring how different materials can be shaped and joined. Learning about artist techniques to create own sculpture.		<b>Painting and Mixed Media: Light and Dark</b> Developing skills in colour mixing. Using tints and shades to create a 3D effect. Experimenting with composition and painting techniques to make a personal still-life piece.	
5	<b>Formal elements:</b> Architecture: Drawing from observation, creating prints, drawing from different perspectives and learning about the role of an architect.		<b>Every picture tells a story:</b> 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.		<b>Design for a purpose:</b> 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	<b>Still life:</b> 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.		<b>Make your voice heard:</b> 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		<b>Photography:</b> Developing photography skills - composition, colour, light, abstract image, underlying messages and capturing and presenting images in different ways.	