



Consett Junior School - Art and design curriculum overview

This curriculum has been adapted for use at Consett Junior school – but based upon the Kapow Primary Art & Design Curriculum Kapow Primary categorises its content into five areas:



Each unit contains five lessons. NB Kapow Primary lessons within each unit are designed to be taught in sequential order, with the exception of the *Skills* and *Formal elements* units, which can be taught in any order. These two units feature within each of the year groups and develop the discrete skills and techniques of art, craft and design.

National Curriculum by Kapow Primary's areas and units

KS2 National Curriculum Art & Design subject content Pupils should be taught to:	Kapow Primary's art & design areas	Kapow Primary's units			
To create sketch books to record their observations and use them to review and revisit ideas	<div data-bbox="667 932 904 975" style="background-color: #4a7ebb; color: white; padding: 2px; text-align: center;">Generating Ideas</div> <div data-bbox="667 991 904 1034" style="background-color: #2e3192; color: white; padding: 2px; text-align: center;">Making Skills</div>	Y3 Prehistoric art Formal elements Art and design skills	Y4 Every picture tells a story Formal elements Art and design skills	Y5 Every picture tells a story Formal elements: architecture Art and design skills	Y6 Make My Voice Heard Still life Art and design skills
To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	<div data-bbox="667 1163 904 1206" style="background-color: #2e3192; color: white; padding: 2px; text-align: center;">Making Skills</div> <div data-bbox="667 1222 904 1265" style="background-color: #4a7ebb; color: white; padding: 2px; text-align: center;">Formal Elements</div>	Y3 Prehistoric art Formal elements Art and design skills	Y4 Every picture tells a story Formal elements Art and design skills	Y5 Every picture tells a story Formal elements: architecture Art and design skills	Y6 Make My Voice Heard Still life Art and design skills

About great artists, architects and designers in history	<p>Knowledge of artists</p> <p>Evaluating</p>	<p>Y3</p> <p>Prehistoric art</p> <p>Formal elements</p> <p>Art and design skills</p>	<p>Y4</p> <p>Every picture tells a story</p> <p>Formal elements</p> <p>Art and design skills</p>	<p>Y5</p> <p>Every picture tells a story</p> <p>Formal elements: architecture</p> <p>Art and design skills</p>	<p>Y6</p> <p>Make My Voice Heard</p> <p>Still life</p> <p>Art and design skills</p>
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Overview of Kapow Primary's units by year

<p>Year</p> <p>3</p>	<p>Formal elements of art</p> <p>Go to topic</p> <p>1. SHAPE: Seeing Simple Shapes Identifying, drawing & labeling shapes around the school Making Skills Formal Elements</p> <p>2. SHAPE: Geometry Identifying geometric shapes within an object and sketching Making Skills Formal Elements Generating Ideas</p> <p>3. SHAPE: Working with Wire Creating a wire sculpture Making Skills Formal Elements</p> <p>4. TONE: The Four Rules of Shading Formal Elements Evaluating</p> <p>5. TONE: Shading From Light to Dark Formal Elements Evaluating</p>	<p>Art and design skills</p> <p>Go to topic</p> <p>1.Craft and Design: Craft Puppets (3 Lessons) <i>Designing and making 3D puppets</i> Making Skills Designing and making 3D forms using art materials and techniques Generating Ideas Using sketchbooks to record ideas and observations about monsters Knowledge of Artists: Learning how artists make puppets and relating this to their work Evaluating Describing the strengths and weaknesses of their work in light of critical evaluation and making corrections where possible Formal Elements Developing ability to model form in 3D, developing understanding of application of colour to decorate models SMSC Developing the ability to represent ideas and feelings</p> <p>4. Painting: Tints and Shades <i>Painting templates in light and dark tones</i> Making Skills Developing ability to control the tonal quality of paint. Improving skill and technique when painting Formal Elements Developing ability to use qualities of tone when painting Knowledge of Artists Learning how famous artists used tone in their work</p> <p>5.Drawing: My Toy Story <i>Drawing toys from observation</i> Making Skills Using a range of drawing and sculptural materials to draw from observation</p>	<p>Prehistoric art</p> <p>Drawing, painting and working with charcoal Painting animal designs inspired by cave artists including a class creation and creating paints</p> <p>Go to topic</p> <p>Making Skills Exploring unusual mediums Simplifying to abstract form Developing drawing and painting skills</p> <p>Formal Elements Developing understanding of colour, line and form</p> <p>Generating Ideas Expressing their thoughts and ideas about prehistoric art</p> <p>Knowledge of artists Learning how prehistoric artists created painting materials</p> <p>Evaluating</p>
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	<p>Generating Ideas Expressing thoughts, feelings and observations about objects they</p> <p>Formal Elements Developing use of line, tone and colour through drawing</p> <p>Knowledge of Artists Learning about the work of a cartoon illustrator</p> <p>Evaluating Discussing outcomes of their work, offering opinions and advice to others</p> <p>SMSC Representing feelings and emotions about favourite objects</p> <p>6.Learning About...Carl Giles <i>Drawing cartoon characters on the theme of 'family'</i></p> <p>Making Skills Developing drawing skills by identifying and representing key features</p> <p>Generating Ideas Using their sketchbooks to develop ideas</p> <p>Knowledge of Artists Learning about the work of a cartoon artist</p> <p>Evaluating Comparing their work to that of famous artists</p>	Understanding and reflecting on why early humans created art
Cross curric	English, Science, SMSC	History, SMSC

<p>Year</p> <p>4</p>	<p>Formal elements of art</p> <p>Go to topic</p> <p>1.TEXTURE: Charcoal Mark Making <i>Creating drawing to represent words and phrases</i></p> <p>Generating Ideas Formal Elements Evaluating</p> <p>2.TEXTURE & PATTERN: Playdough</p> <p>Printing <i>Working with clay tools and creating prints</i></p> <p>Generating Ideas Formal Elements Making Evaluating</p> <p>3.PATTERN: Stamp Printing <i>Making stamps from geometric shapes to create prints</i></p> <p>Formal Elements Making Evaluating</p>	<p>Art and design skills Go to topic</p> <p>1.Learning about...The role of a curator in an art gallery</p> <p>Making Skills Learning how to present and display works of art Knowledge of Artists Developing an understanding of the role of a curator Evaluating Learning how to present, speak and listen like an artist SMSC Engaging with works of art on a personal level</p> <p>2.Design: Optical Illusions <i>Creating an image using a form of printing methods</i></p> <p>Making Skills Developing pupil's techniques in using and applying printing methods Formal Elements Developing a greater understanding of pattern to create art Generating Ideas Representing ideas from multiple viewpoints and perspectives Evaluating Using the language of art SMSC Care in art room with dangerous equipment</p> <p>3.Design: Willow Pattern <i>Creating a chinoiserie plate design</i></p> <p>Making Skills Diluting ink to create different shades and working with this new medium Generating Ideas Discussing key elements of a story to convey SMSC Learning about a Chinese inspired art</p> <p>4.Craft: Soap Sculptures <i>Creating 3D sculptures inspired by Barbara Hepworth</i></p> <p>Making Skills Learning how to create 3D forms from everyday materials Formal Elements Developing greater understanding of 3D form, design and texture</p>	<p>Every picture tells a story</p> <p>Analysing famous artists' works Go to topic</p> <p>Learning how great works of art tell stories via role play, games and analysis</p> <p>Formal Elements</p> <p>Describing the formal elements in artists work Engaging in critical question and answer sessions through works of art</p> <p>Generating Ideas</p> <p>Expressing thoughts and feelings through art</p> <p>Knowledge of artists</p> <p>Learning how artists tell stories in their work, recreating famous works of art, studying it in depth</p> <p>Evaluating</p> <p>Describing paintings using the correct language of art, critically analysing them</p> <p>SMSC</p>
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	<p>4.PATTERN: Reflection & Symmetry <i>creating patterns using symmetry and reflection</i> Generating Ideas Formal Elements Evaluating</p> <p>5.PATTERN: Flower of Life Printing <i>Creating a geometric pattern with a compass</i> Generating Ideas Formal Elements</p>	<p>Generating Ideas Expressing ideas and feelings on their own themes and designs Knowledge of Artists Learning how great artists made art and relating this to own work Evaluating Making adjustments where needed to correct and improve outcomes</p> <p>5.Drawing: Still Life Still Life drawing Making Skills Developing techniques using drawing materials, using a pencil in different ways Formal Elements Developing a greater understanding of tone and line through drawing Generating Ideas Recording observations Knowledge of Artists Learning how artist Giorgio Morandi composed his paintings</p> <p>6.Painting: Paul Cezanne Painting in the style of the artist Paul Cezanne Making Skills Developing technical mastery of painting skills Formal Elements Developing use of colour to create mood and emotion Knowledge of Artists Analyzing the paintings of artist Paul Cezanne Evaluating Making adjustments where needed to correct and improve outcomes.</p>	Using art to tell stories
Cross curri links	Maths	English, Maths, SMSC	English, SMSC

<p>Year 5</p>	<p>Formal elements of art: architecture Go to topic</p> <p>1.House Drawing <i>Drawing from observation</i> Formal Elements Evaluating</p> <p>2.House Monoprints <i>Creating a monoprint from observation</i> Formal Elements Generating Ideas Evaluating</p> <p>3.Hundertwasser House <i>Transforming buildings in a style inspired by the artist Hundertwasser</i> Formal Elements Knowledge of Artists</p>	<p>Art and design skills Go to topic</p> <p>1&2.Packaging Collage Studying familiar packaging to inspire art Making Skills Improving the mastery of drawing and painting skills, learning how to scale art using mathematical processes Generating Ideas Expressing thoughts and feelings about familiar products Evaluating Discussing learning objectives in groups</p> <p>3.Drawing: Picture the Poet Creating visual representations of poetry Making Skills Creating drawings using the continuous line method, using writing to draw forms Generating Ideas Linking artwork to work produced in English poetry lessons Evaluating Discussing and reviewing strengths and weaknesses of outcomes to specified learning criteria SMSC Expressing thoughts and ideas about the world around them</p> <p>4.Drawing: A Walking Line Drawing using observation, imagination and creativity Making Skills Controlling line with a pencil to make detailed drawings Formal Elements Describing lines, textures, shapes using the language of art</p>	<p>Every picture tells a story Analysing famous artists' works Creating art with messages using cultural art forms Go to topic</p> <p>Making Skills Improving their control of 2D and 3D materials to suit a purpose</p> <p>Formal Elements Developing understanding of colour, line and form</p> <p>Generating Ideas Using thoughts and feelings to review ideas about their culture</p> <p>Knowledge of artists Learning how artists make political statements through their art, e.g. Banksy</p>
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	<p>Generating Ideas Evaluating</p> <p>4.Be an Architect <i>Designing a building in an architectural style</i></p> <p>Formal Elements Generating Ideas Evaluating</p> <p>5.Monument <i>Designing a monument to symbolize a building in an architectural style</i></p> <p>Formal Elements Making Skills Generating Ideas</p>	<p>Generating Ideas Developing personal, imaginative responses to a theme Knowledge of Artists Responding to a famous quote by the artist Paul Klee</p> <p>5.Design: Little Inventors Designing a new invention Making Skills Using sketchbooks to record observations. Improving mastery of using art materials Generating Ideas Creating ideas for inventions for a purpose in their lives Knowledge of Artists Learning how animators and artists invent and create ideas for products Evaluating Using self and peer evaluation to develop ideas and improve outcomes SMSC Expressing thoughts and ideas about the world around them</p> <p>6.Learning About...How Artists Work Creating original art Making Skills Developing skills in chosen medium Generating Ideas Developing and discuss their ideas through sketches Knowledge of Artists Learning about the processes of creating original art</p>	<p>Evaluating</p> <p>Forming opinions about great artworks and key political events through debate and discussion SMSC Learning about principles such as democracy and the rule of law</p>
Cross curric links	SMSC		English, British values through SMSC development

<p>Year 6</p>	<p>Art and design skills</p> <p>Go to topic</p> <p>1.Painting: Impressionism Investigating great impressionists paintings Making Skills Developing mastery of painting techniques Formal Elements Developing understanding of colour through practical painting exercises Generating Ideas Learning how artists represent ideas through painting Knowledge of Artists Understanding techniques of impressionist painters</p> <p>2.Drawing: Zentangle Patterns Using drawing for relaxation Making Skills Improving drawing skills through intuitive pattern making Formal Elements Developing skills in using line, pattern and colour Generating Ideas Helping pupils to achieve mindfulness through art Knowledge of Artists Applying intuitive pattern making to own work</p>	<p>Make my voice heard</p> <p>Exploring the themes of graffiti art, sculpture, drawing and painting and the messages they carry</p> <p>Go to topic</p> <p>Making Skills Creating 3D forms in clay Developing drawing and painting skills</p> <p>Formal Elements Developing understanding of line, tone and 3D form</p> <p>Generating Ideas Designing ideas for the fourth plinth in Trafalgar Square</p> <p>Knowledge of artists Learning about Kathe Kolwitz's portraits, Picasso's compositions, Wallinger's sculptures and Graffiti</p> <p>Evaluating Correcting and improving outcomes</p>	<p>Still life <i>(Example theme: Memory Box)</i></p> <p>Using a range of drawing techniques to create personal interpretations of familiar objects and memories</p> <p>Go to topic</p> <p>Making Skills Developing techniques, including control and use of materials, including negative drawings</p> <p>Formal Elements Learning about line and tone through drawing</p> <p>Generating Ideas Producing personal interpretations of cherished objects</p> <p>Knowledge of artists</p>
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<p>Cross curric links</p>	<p>English SMSC</p>	<p>SMSC</p>	<p>SMSC</p>