



Art Curriculum Overview A



Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	<p>In EYFS pupils are taught Art and Design through the strands <u>Expressive Arts and Design</u> and <u>Physical Development</u></p> <p>Throughout the year pupils will be taught:</p> <p><u>Nursery</u> - Brushes and painting, colour mixing and collage using cutting and sticking</p> <p><u>Reception</u> - Drawing a self-portrait, colour mixing and making props for play and performance</p> <p><u>Building towards the Early Learning Goals:</u></p> <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; Share their creations, explaining the process they have used; Make use of props and materials when role playing characters in narratives and stories 					
R/1						
	Spirals		Exploring Watercolour		Making Birds	
1/2	Spirals		Exploring Watercolour		Making Birds	
3	Working with Shape and Colour		Telling stories through drawing and making		Making animated drawings	
4/5	Activism		Take a seat		Exploring identity	
5/6	Activism		Take a seat		Exploring identity	



Art Curriculum Overview B



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N	<p>In EYFS pupils are taught Art and Design through the strands <u>Expressive Arts and Design</u> and <u>Physical Development</u></p> <p>Throughout the year pupils will be taught:</p> <p><u>Nursery</u> - Brushes and painting, colour mixing and collage using cutting and sticking</p> <p><u>Reception</u> - Drawing a self-portrait, colour mixing and making props for play and performance</p> <p><u>Building towards the Early Learning Goals:</u></p> <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; Share their creations, explaining the process they have used; <p>Make use of props and materials when role playing characters in narratives and stories</p>					
R/1						
	Explore and Draw		Expressive Painting		Be an Architect	
1/2	Explore and Draw		Expressive Painting		Be an Architect	
3	Story-telling through Drawing		Exploring Still Life		Sculpture, Structure, Inventiveness and Determination	
4/5	Typography and Maps		Fashion Design		Architecture – Dream Big or Small	
5/6	Typography and Maps		Fashion Design		Architecture – Dream Big or Small	

