

Dr. Walkers Art Curriculum

Key Stage 2

Purpose of study

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Aims

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Attainment targets

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

Schools are not required by law to teach the example content in [square brackets].

Subject content

Lower and Upper Key stage 2

Key stage 2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- 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]
- about great artists, architects and designers in history.

Key Skills

Y3

To develop their techniques, including pencil control and being able to lightly sketch. Accentuating their own individuality or preferred technique/material.

To use materials with creativity, skilfully and inventively – using appropriate brushes for the task eg. Covering a large area or painting small details.

To experiment with increasing awareness of different types of art, craft and design.

To use a sketchbook to record and interpret observations, e.g. shading and tones.

To improve their art and design techniques, including sculpture i.e. using clay, chalks and charcoals using visual and tactile communication.

To be taught about modern and historic artists, architects and designers and to use this to inform, inspire and interpret ideas.

Y4/5

To develop their techniques, including their control by accentuating their own individuality or preferred technique/material.

To use select and use materials skilfully and inventively – using appropriate brushes for the task e.g. covering a large area or painting small details.

To experiment with increasing awareness of different types of art, craft and design.

To use a sketchbook to record and interpret observations.

To improve their art and design techniques, including painting including water colours.

To be taught about modern and historic artists, architects and designers enabling them to inform own work.

To inspire and interpret artist's and own ideas, observations and feelings.

Y5/6

To develop their techniques, confidently and adventurously from observation, memory and imagination.

To use materials with creativity, skill and originality to express emotions.

To experiment with increasing awareness of different types of art, craft and design.

To use a sketchbook to record and interpret observations that are challenging, purposeful and collaborative.

To think and act like creative practitioners, who can reflect on analyse and critically evaluate their own work and others.

To explore and invent ideas through purposeful drawing in 2D, 3D and digital media.

To be taught about modern and historic artists, architects and designers enabling them to inform their own ideas.

To inspire and interpret artists and their own ideas, observations and feelings.