

Bridgelea Primary School ART Curriculum Overview (2022-23)

Term	Mile Post 1	Mile Post 2	
Autumn 1&2	DRAWING Can they draw using pencil and crayons? Can they colour (own work) neatly, following the lines? Can they show pattern and texture by adding dots and lines? Can they show different tones by using coloured pencils?	DRAWING Can they use different hardnesses of pencils to show line, tone and texture? Can they annotate sketches to explain and elaborate ideas? Can they sketch lightly? (no need to use a rubber to correct mistakes). Can they use shading to show light and shadow? Can they use hatching and cross hatching to show tone and texture?	DRAWING Can they use a variety of the reflections, shadows, direct Can they use a choice of the shadows and reflection? Can they choose a style of impressionistic)? Can they use lines to represe
Spring 1	PAINTING Can they use thick and thin brushes? Can they name and mix the primary and secondary colours? Can they create colour wheels? Can they make tints by adding white make tones by adding black?	PAINTING Can they mix colours effectively? Can they use number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines? Can they use watercolour paint to produce washes for backgrounds then add detail? Can they create mood in their paintings?	PAINTING Can they sketch (lightly) be Can they use the qualities of visually interesting pieces? Can they combine colours, t Can they use brush techniq
Spring 2	SCULPTURE Can they make different kinds of shapes? Can they add line and shape to their work? Can they use rolled up paper, straws, paper, card and clay as materials? Can they cut, roll, mould, carve and coil materials such as clay, dough, or plasticine?	SCULPTURE Can they create and combine shapes to create recognisable 3D forms? (e.g. shapes made from nets or solid materials). Can they include texture that conveys feelings, expression, or movement? Can use clay and other mouldable materials? Can they add onto their work to create texture and shape?	SCULPTURE Can they show lifelike quali abstract, provoke differen Can they use tools to carve Can they combine visual and Can they use frameworks (s form?

Mile Post 3

- techniques to add interesting effects (e.g. ection of sunlight)? techniques to represent movement, perspective,
- f drawing suitable for the work (e.g. realistic or
- esent movement?
- before painting to combine line and colour? s of watercolour and acrylic paints to create
- , tones and tints to enhance the mood of a piece? iques and the qualities of paint to create texture?

- alities and real-life proportions or, if more
- nt interpretations?
- ve and add shapes, texture and pattern?
- nd tactile qualities?
- (such as wire or moulds) to provide stability and

Summer 1	COLLAGE	COLLAGE	COLLAGE
	Can they cut and tear combination of materials (e.g. Paper and card) for their collages? Can they gather and sort the materials they will need? Can they use different kinds of materials on their collage to create?	Can they cut very accurately? (Ensure work is precise.) Can they use coiling, overlapping and montage? Can they select and arrange materials for a striking effect?	Can they mix textures (rou Can they combine visual and materials and techniques?
Summer 2	PRINTING Can they design their own printing block by using objects to create prints? (e.g. fruit, vegetables or sponges). Can they create a repeating or overlapping pattern? Can they create a print using pressing, rolling, rubbing and stamping? Can they mimic print from the environment (e.g. wallpapers).	PRINTING Can they make a printing block? (e.g. from coiled string glued to a block). Can they use layers of two or more colours and make a 2 or more-colour print? Can they replicate patterns observed in natural or built environments? Can they make precise repeating patterns?	PRINTING Can they build up layers of Can they create an accurat criteria? Can they use a range of visu work?
Ongoing through the year	DEVELOP IDEAS & TAKE INSPIRATION FROM THE GREATS Respond to ideas and starting points Explore ideas and collect visual information Explore different methos and materials as ideas develop Describe the work of notable artists studied to create pieces.	 DEVELOP IDEAS & TAKE INSPIRATION FROM THE GREATS Collect information, sketches, and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language. Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 	 DEVELOP IDEAS & TAKE Develop and imaginatively of curriculum. Collect information, sketch in a sketchbook. Use the qualities of mater Spot the potential in unext Comment on artworks with Give details (including own artists, artisans and designt Show how the work of those other artists. Create original pieces that

bugh and smooth, plain and patterned)? nd tactile qualities? Can they use mosaic-like

of colours? ate pattern, showing fine detail that meets a given

isual elements to reflect the purpose of their

E INSPIRATION FROM THE GREATS

vextend ideas from starting points throughout the

ches and resources and present ideas imaginatively

erials to enhance ideas.

expected results as work progresses.

th a fluent grasp of visual language.

vn sketches) about the style of some notable gners.

nose studied was influential in both society and to

at show a range of influences and styles.