

Sytchampton Art and Design Curriculum Pathway

Secondary School

ARTIST STUDY
Painting and Mixed Media
 Making skills (including Formal elements)
 Manipulate paint and painting techniques
 Analyse and describe the elements of other artists' work
 Consider materials
 Work collaboratively on a larger scale
Artist Focus
 David Hockney, Paula Rego, John Singer, Fiona Rae, Frank Bowling, Lubiana Himid

PHOTO OPPORTUNITY
Craft and Design
 Making skills (including Formal elements)
 Develop personal, imaginative responses to a design brief, using sketchbooks and independent research
 Justify choices

MAKE MY VOICE HEARD
Drawing
 Making skills (including Formal elements)
 Draw expressively in their own personal style
 Apply new drawing techniques
 Push the boundaries of mark-making
Artist Focus
 Chiarascuro

UKS2 B

ARCHITECTURE
Craft and Design
 Making skills (including Formal elements)
 Design and make art for different purposes and begin to consider how this works in creative industries
 Extend ideas for designs through sketchbook use and research
Artist Focus
 Zaha Hadid
 Friedensreich Hundertwasser

PORTRAITS
Painting and mixed media
 Making skills (including Formal elements)
 Apply paint with control mixing paint with other materials
 Combine a wider range of media, eg photography and digital art effects

INTERACTIVE INSTALLATION
Sculpture and 3D
 Making skills (including Formal elements)
 Investigate how scale, display location and interactive elements impact 3D art
 Plan a 3D artwork
 Persevere when constructions are challenging
Artist Focus
 Cai Guo-Qiang

UKS2 A

FABRIC AND NATURE
Craft and design
 Making skills (including Formal elements)
 Learn new making techniques
 Design and make art for different purposes and begin to consider how this works in creative industries
 Follow a design process
Artist Focus
 William Morris

POWER PRINTS
Drawing
 Making skills (including Formal elements)
 Apply observational skills
 Use growing knowledge of different drawing materials, combining media for effect
 Demonstrate greater control over drawing tools

PREHISTORIC PAINTINGS
Painting and mixed media
 Making skills (including Formal elements)
 Select and use a variety of painting techniques
 colour mixing
 Modify chosen collage materials

MEGA MATERIALS
Sculpture and 3D
 Making skills (including Formal elements)
 Explore how different materials can be shaped and joined
 Show an understanding of appropriate finish
Artist Focus
 Barbara Hepworth
 Sokari Douglas-Camp

LIGHT AND DARK
Painting
 Making skills (including Formal elements)
 Explore the way paint can be used in different ways
 Develop greater skill and control
 Work selectively

LKS2 B

GROWING ARTISTS
Drawing
 Making skills (including Formal elements)
 Confidently use of a range of materials
 Draw with expression
 Developing drawing through further direct observation

TELL A STORY
Drawing
 Making skills (including Formal elements)
 Further develop mark-making
 Develop observational skills
 Experiment with drawing on different surfaces

LIFE IN COLOUR
Painting and mixed media
 Making skills (including Formal elements)
 Begin to develop some control when painting, applying knowledge of colour and how different media behave
 Create a range of secondary colours
Artist Focus
 Romare Bearden

LKS2 A

MAKE YOUR MARK
Drawing
 Making skills (including Formal elements)
 Use a range of drawing materials
 Develop observational skills
 To explore mark making using a range of tools

MAP IT OUT
Craft and Design
 Making skills (including Formal elements)
 Respond to a simple design brief with a range of ideas.
 Apply skills
 Follow a plan for a making process

CLAY HOUSES
Sculpture and 3D
 Making skills (including Formal elements)
 Develop understanding of sculpture to construct and model simple forms.
 Use hands and tools with confidence
 Develop basic skills for shaping and joining clay
Artist Focus
 Rachel Whiteread

KS1 B

COLOUR SPLASH
Painting and mixed media
 Making skills (including Formal elements)
 Experiment with paint
 Begin to explore colour mixing.
 Collage effects
Artist Focus
 Clarice Cliff
 Jasper Johns

Physical Development
 Develop small motor skills so that they can use a range of tools competently, safely and confidently.
 Use core muscle strength to achieve good posture when sitting at a table or sitting on the floor.
 Develop overall body-strength, balance, coordination and agility.

KS1 A

EYFS

Expressive Arts and Design
 Explore, use and refine a variety of artistic effects to express ideas and feelings.
 Return to and build on previous learning, refining ideas and developing ability to represent them.
 Create collaboratively, sharing ideas, resources and skills.