## West Norfolk Academies Trust (Primary) - Curriculum Map - Art & DT

**	Autumn 1 <sup>st</sup>	Autumn 2 <sup>nd</sup>	Spring 1 <sup>st</sup>	Spring 2 <sup>nd</sup>	Summer 1 <sup>st</sup>	Summer 2 <sup>nd</sup>
Pre School Knowledge	My friends and family  Mark making and representational drawing - exploring holding pens, pencils, felt tips to make and describe face and family images. Introduce drawing of fruit like apples, pumpkins, gourds, pears and tomatoes	Using simple tools like scissors, brushes and sellotape to make collages inspired by light and celebration with mixed mediums - use Kandinsky, Miro, Matisse	Stories Drawing with felts, pens and pencils from stories- using the text to draw more detail to represent scenes from goldilocks and ginger bread man. Look at illustrations by Louise Brierley.	Are we there yet? Use metal loose parts to create images inspired by vehicles Make 3d vehicles like cars or boats using boxes, paper, cards and paint.	Creatures Look closely at patterned creatures - snails, butterflies, ladybirds, tigers, zebra and create paintings and pastel images Brain Wild smith	The seaside Observational drawing of shells, stones found from the beaches using charcoal, pastels and soft pencils Look and admire Maggie Hambling shell sculpture could we make a sculpture for our garden?
Pre School Vocabulary	hold, draw, shape, line, look like, observe, round, long, short, curved, straight	Stick, cut, tear, fold, bend attach, place, decorate ,reflect, shine	Draw, outline, colour inside, background, page, carefully	Make, create, cut, stick, join, together, brush, spread	draw, shade, stripes, spots, spirals, smooth, rough, dark	patterns, line, colour shade, sculpture, support,
Disciplinary concepts where knowledge is applied eg. Observed, explored, created:	Disciplinary concepts within our planning. Where this can be found in our Pre School curriculum:					
Using art representationall y	Look closely when observational drawing, sketching and painting. (Aut 1 - exploring natural objects with circular shapes to begin representational art, Spring 1- using stories to represent details and combine images to show events, setting and characters, Summer 1 looking more closely at detail and shape and more successfully representing this with enclosures and carefully chosen marks/lines					
Using art expressively	Children explore how art can express something and make connections between art. (Throughout - talk about how their art, music or role play represents something and show emotional attachments to this expression)					
Using art outside of expectations	Children understand how art is a creative subject. (Aut 2 – use range of papers, colours and shapes to capture feelings of light and celebration. Sp 2 Using metal parts and boxes to link to more abstract themes like transport/vehicles )					
Using knowledge of artists and artistic styles	Children can say what they notice about different pieces of art, artists and structures. (Talk about what they are doing linking to the specifc vocab, start to name equipment they talk about what they think of art they see Aut2, Summer 2)					

Using knowledge of products and materials/ingredi ents to make and design	Children problem solve and	explore simple products. (Aut	t 2 using papers, tissues, seq	uins purposefully Spr 2 – usin	g different materials to repres	ent vehicles)
EYFS Knowledge	Exploring self- portraits and line Using pencil, charcoal, pastel and paint to create lines and shapes that are realistic influenced by Picasso, Eardley, Khalo	Weather Painting  Mixing colours in palettes to express the weather - raining, sunny, window influenced by Howard Hodgkin	Palaces, Jewels and Crowns Explore simple sculptures by making representations of the palace, crowns and jewellery using card, straws, sticks, bricks, scissors, glue and shiny papers - ready for banquet. Look at Graham children and pics of coronation.	Machinery Observe and draw a real bike wheel with pencils and charcoals. Develop curved and straight lines with skill and control.  Find some loose parts of bolts, screws, bits from machinery to arrange some simple structures with wire and sticks	Plants Collect leaves, natural objects, plants and flowers to make transient sculptural arrangements like Goldsworthy. Use flowers to create a still life in a jar with a cloth to introduce still life drawing	Hokusai - the great wave. Use powder paints to develop confidence with paint and create some BIG wave pictures of the sea. Create fish paintings using watery paints inspired by looking at over the deep blue sea" or "fishes" by Brian Wildsmith
EYFS Vocabulary	Draw, observe, sketch, line, mark making, portrait, self portrait	Paint mixing, paintbrush, brush strokes, palette, water colour, turquoise, navy, scarlet, crimson	Fold, cut, tear, attach, decorate, attractive, create, support, structure, building/palace	Soft pencil, 3b, 6b, careful lines, fast lines, curved, circular, straight attach, combine,	Collect, arrange, compose, observe, still life, disappear,	Powder paint, control, brush size, mixing, watery, thick, consistency
Disciplinary concepts where knowledge is applied eg. Observed, explored, created:	Disciplinary concepts within our planning. Where this can be found in our EYFS curriculum:					
Using art representatio nally	Look closely when observational drawing, sketching and painting. (Aut 1 - exploring self-portraits to do observational drawings, Sum 1 - introduction to still life with plants)					
Using art expressively	Children explore how art can express something and make connections between art. (Sp1 - connections between crown jewels and their expressive representation in art, Sum 2 – link powder paints to the way the sea can be expressed in art, connect to local area and Brian Wildsmith)					
Using art outside of expectations	Children understand how art is a creative subject. (Sum 1 – use natural objects and collected leaves etc to create artistic representations in different ways)					
Using knowledge of				Throughout the year different a poking at Brian Wildsmith and		

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artists and						
artistic styles						
Hoine	Children problem salve and	avalera simple preducte (Car	1 using different metarials	to represent a poloce. Sp. 2	areating simple structures)	
Using	Children problem solve and	explore simple products. (Spi	1 – using different materials	to represent a palace, Sp 2 – c	creating simple structures)	
knowledge of						
products and						
materials/ingr edients to						
make and						
design						
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Year 1	Colour & Line	Paintings of Children	DT – Food	Architecture	DT- Free Standing	Investigating
Knowledge	Goldar & Eiric	William Hogarth, The	Preparing dishes	Introduction to	Sculptures	Sculpture
raiomioago	Colour	Graham Children, 1742	Understanding where	Architecture	Strong structures	Sculpture
	Warm and Cool	Pieter Bruegel,	food comes from-plant	Architectural Features	Tall towers	Introduction to sculpture,
	Colours	Children's Games,	or animal? Peel and	Designing a Building	Skyscrapers	understanding,
	Tints and Shades	1560 John Singer		Understanding	Design a bridge	designing and creating
	Line	Sargent, Carnation,	chop, create a menu	, and the second se	Building bridges	sculpture. A study of
	Miro's use of Line	Lily, Lily, Rose, 1885-6				Degas' Little Dancer,
	Klee's use of Line	Gabriel Metsu, The				Henry Moore
		Sick Child, 1660				
						Sainsbury's Centre UEA
Year 1	Primary colours,	artist, children, past,	plants, animals, grains	architecture, architect,	Freestanding structure,	Sculpture, Sculptor
Vocabulary	secondary colours,	luxury, wealth,	cereals, chop, health,	building design,	frame structure, shell	Edgar Degas, Henry
	warm colours, cool	message, information,	kebab, cutlery, peel,	purpose, state, Houses	structure, stable,	Moore,2D,3D
	colours, tints, shades,	pose, position, line	prepare, blend, stock,	of Parliament,	buttress, brick bonding,	abstract, Monument,
	brushstroke	shape, primary,	utensils, ingredients,	Westminster Abbey St	mock-up, tower,	Angel of the North,
	Drawing	secondary, mix, tint,	fillings, menu, starter, main, dessert,	Paul's Cathedral, Southwark Cathedral	skyscraper, bridge,	mould, shape, monument, statue,
	Mondrian Van Gogh	shade, watercolour, brush size, detail,	main, dessert,	feature, purpose, arch	swing, slide, leaning tower of Pisa, Italy,	scoring, modelling
	Monet, Kiro, Klee	games/toys, past,		dome, pillar, tower	Golden Gate Bridge,	scoring, modelling
	Straight, zig zag, wavy,	today, change,		gargoyle, stained glass,	San Francisco, The	
	curved, Bruegel, mix,	difference, cubism		design, features,	Forth Bridge, Scotland,	
	warm, cool, tint, white,	difference, cubisiff		sculpture, 3d,2d, length,	tent, chair, table, Eiffel	
	lighter, shade, black,			width depth, material,	tower, France, build,	
	darker, loop, thick, thin,			carve, sculptor material,	join, construct, strong,	
	straight, shape,			wax, clay, bronze, cast	test, evaluate,	
	landscape				create,tall, storey, level,	
	•				narrow, wide, structure,	
					stable, suspension,	
					purpose, materials,	

		design, shape, join, frame, rolling, folding, layering, rigid				
Disciplinary concepts where knowledge is applied eg. Observed, explored, created:	Disciplinary concepts within our planning. Where this can be found in our Year 1 currie	culum:				
Using art representatio nally	Look closely when observational drawing, sketching and painting and begin to develop their understanding of colours and tone. (Aut 1 – studying Different artists Miro's use of Line and Klee's use of Line, this develops the children's use of line and sketching when observational drawing)					
Using art expressively	Children explore how art can express something and make connections between artistic expression. (Spr 1 – using food to express themselves when they create a menu, Sum 2 – looking at sculpture which includes an enrichment trip to Sainsburys centre)					
Using art outside of expectations	Children understand how art is a creative subject and how it can push boundaries. (Spr 2 and Sum 1 follow on from each other where children learn about architecture and how this can go beyond expectations, in Sum 1 children they design their own structures using a range of creative, structural materials and methods)					
Using knowledge of artists and artistic styles	Children can say what they notice about different pieces of art, artists and structures or look for similarities and differences on a particular theme. (Aut 2 – studying different paintings that include children between 1560-1886 eg. Hogarth, Metsu, Bruegel and children think about how and why they are represented differently)					
Using knowledge of products and materials/ingr edients to make and design	Children problem solve and explore simple products before creating their own. (Sum	– studying structures before designing a bridge)				

Year 2 Knowledge	Colour, Shape & Texture Primary, secondary, warm and cool colours Monet – tints and shades Klee - Geometric shapes Matisse's cut outs - organic shapes Visual texture Creating visual texture	DT – Mechanisms & Levers Investigating moving books, Use flaps, sliders, pivots and leavers to make moving parts for book illustrations Attach pages to a cover	Portraits and Self- Portraits Portraits Portraits Portraits Drawing faces accurately Using colour in self- portraits How artists represent themselves Artist Study - Picasso Creating cubist portraits	Still Life An introduction to still life Creating form with tone Drawing a still life using cross-hatching A study of Georgia O'Keefe Drawing a still life using colour	Murals and Tapestries Recognise a mural (a painting on a wall): Leonardo da Vinci, The Last Supper, 1495-98 Paula Rego, Crivelli's Garden, 1990 Additionally: William Hogarth, The Pool of Bethesda (1736) and The Good Samaritan (1737), Staircase hallway	DT – Wheels & Axles Prior learning Wheels and Axles Design a Roman Chariot Build a Roman Chariot Evaluate the Chariot design
Year 2 Vocabulary	Primary colours, secondary colours, complementary colours, warm colours, cool colours, tint, shade, geometric shape, organic shape, composition, cut-out, texture, visual texture, Monet, Klee, Kandinsky, Matisse, white, lighter, black, darker, mix, 2d, 2d, corner, feel, rough, smooth, soft, hard, fluffy	Slider, lever, movement, slot, pivot, fixed, loose, assemble, specification, criteria, join,	portrait, self-portrait, represent, facial features, profile, eyes, nose, tone, tint, shade, skin tone, colour mixing, represent, detail expression, feelings, emotions, interests, line/shape, texture, cubist, cubism	still life, form, tone, shade, shadow, highlight, mid tone, cast shadow, ross-hatching, tints, shades, pop art, Herculaneum	Mural, Sistine Chapel, Rome Genesis, God, Adam, The Pope, fresco, plaster, National Gallery, Crivelli's Garden, The Visitation, detail, discussion, Tapestry, weave, woven, threads, loom Arras, composition, Milan, Italy, The Last Supper, disciples, composition	Wheel, axle, moving vehicle, axle holder, chassis, mechanism, cotton reels, foam covered reels, plastic, wood, card, mdf, dowel, paper sticks, plastic tubing, plastic straw, cardboard box, Chariot, Gladiator, Circus Maximus, Amphitheatre, construct, build, join, design, purpose, materials, properties, design brief, safety, Gclamp, chassis, ply, materials, design, evaluate, improve, design brief
Disciplinary concepts where knowledge is applied eg. Observed,	Disciplinary concepts within	our planning. Where this can	be found in our Year 2 curricu	ulum:		

explored, created:							
Using art representatio nally	Look closely when observational drawing, sketching and painting and begin to compare artists, including comparing with their own work (Spr 1 – looking at self-portraits, this builds on an EYFS unit, in Yr 2 chn develop drawing skills, add colour and compare to artistic representations eg. Picasso)						
Using art expressively				ic expression, including develo e visual texture to express ide		t 1 – explore colour, shape	
Using art outside of expectations		t is a creative subject, it pushe ations eg. tapestries in Sum 1		so throughout history. (Sum 1 d	demonstrate awe and wonder	and how throughout history	
Using knowledge of artists and artistic styles				look for similarities and differe y use texture and how they an		Aut 1 – explore colour,	
Using knowledge of products and materials/ingr edients to make and design	Children problem solve and explore simple products before creating their own. (Aut 2 chn look at moving books and create their own, Sum 2 they apply knowledge of Roman chariots to wheels and axles and make their own chariot)						
Year 3 Knowledge	Landscapes Introduction to Iandscape painting Constable and Turner - Different methods of Iandscape painting Painting in the style of Turner Symmetry in art Goldsworthy and symmetry	DT – Textiles Investigate money containers, different stitches, prototypes, sewing a money container	Ancient Egyptian Art Look at and discuss: The Great Sphinx A bust of Queen Nefertiti Mummy cases: Sarcophagus of King Tutankhamun, circa 1323 B Animal gods in Egyptian art: such as Bronze statuette of a cat Find out about:	Mythological Paintings Understand that a mythological work of art depicts characters from a narrative Generally classical mythology	Architecture Understand architecture as the art of designing buildings Understanding symmetry and a line of symmetry as it applies to building Observe symmetry in the design of buildings	DT – Egyptian Shaduf Levers, Pivots, Pulleys Pop-up Mechanisms A Pop-up Infographic Poster Construction	

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			The Rosetta Stone, Ptolemaic Period, 196 BC			
Year 3 Vocabulary	landscape, seascape, method, sketch, brushstroke, Symmetry, symmetrical, line of symmetry, nature, natural materials, temporary	Fabric, seam, gusset, textile, stitch, needle, technique, specification, prototype, embroidery, fastening, evaluate	Ancient Egyptian, Pharaoh, sculpture, architecture, Pyramid, Sphinx, Nefertiti, Tutankhamun, tomb, Book of the Dead, sarcophagus, Sphinx, mythical, Cairo, Giza, limestone, carve, bust, Nefertiti, sculpture, limestone, Thutmose, Nile, papyrus, scroll, Ra- god of the Sun, Amun- King of the gods , Anubis- god of mummification, Horus- god of the Sky, Tefnut- Goddess of Rain, Thoth- God of Wisdom	myth, mythological painting, narrative, characters, setting, classical, Theseus, Ariadne, Minotaur, Minos, Aegeus Crete, Naxos, Pompeii, fresco, maze/labyrinth, Spain, Minotaur, characteristics, line, tone, highlights, shadow, mid-tones, classical, myth, collage	Architect, sculptor The Parthenon, Athena, replica, frieze, carve, form, texture Architect, architecture, line of symmetry, column, pillar, symmetrical, modern, St Paul's Cathedral, Christopher Wren, sketch, features, dome, The Great Stupa, Bilbao, purpose, design, sculptor	Shaduf, Mechanism, lever, system, pivot, counterweight, pulley, catapult, roman catapult, oscillating, reciprocating, ancient Greek pulley system, ancient Egyptian shaduf, load, effort, catapult, foreground, background, box pop-up, reservoir, canals, irrigation, crossbeam, annotations, step by step, cross beam, materials, technique, tool, joining, function
Disciplinary concepts where knowledge is applied eg. Observed, explored, created:	Disciplinary concepts withi	n our planning. Where this c	an be found in our Year 3 cur	riculum:		
Using art representatio nally	Look closely when creating observational artwork (using line, tone, shade, and form) and begin to compare artists. (Aut 1 – developing shade and shadow and children explore shade in different ways eg. Cross-hatching)					

Using art expressively	Children explore how art can express something and make connections between artistic expression which symbolise and represent different things. (Spr 1 – landscapes and how artists express these differently, chn look at Constable and Turner)
Using art outside of expectations	Children explore how art is a creative subject and explore this in different periods of history and artistic style/genre. (Autumn1 – Egyptian art Spr 2 – mythological painting)
Using knowledge of artists and artistic styles	Children find similarities and differences between artists and their styles. (Spr 1 – landscapes and how artists express these differently, chn look at Constable and Turner)
Using knowledge of products and materials/ing redients to make and design	Children problem solve and explore designs and prototypes and create their own products. (Aut 2 chn sew their own money container, Sum 2 they apply knowledge of Ancient Egypt to build their own shaduf to move water)