

The Art & Design Curriculum at Birchwood Junior School

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 3	Design and Technology Unit	Sculpture and 3D	Design and Technology Unit	Painting and Mixed Media	Design and Technology Unit	Craft and Design
		KAPOW: Year 2 Sculpture and 3D Abstract shape and space		KAPOW: Year 3 painting and mixed media Prehistoric painting		KAPOW: Year 3 Drawing Growing artists/Ancient Egyptian scrolls
		Abstract shape and space Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials, children learn ways to join and create free standing structures inspired by the work of Anthony Caro and Ruth Asawa		Prehistoric painting Investigating making their own paints, making tools and painting on different surfaces, the children explore prehistoric art.		Growing artists Inspired by botanical drawings, pupils explore the techniques of artists such as Georgia O'Keefe and traditional Chinese painters to draw natural forms, becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form. Ancient Egyptian scrolls Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll.
		Artist/ Art inspiration: Hokusai - The Wave Rachel Whiteread Ranti Bam		Artist/ Art inspiration: Magura Cave – cave painting Cueva de las Manos – Hand paintings		Artist/ Art inspiration: Georgia O'Keefe
	Outcome: To create a clay tile representing an element – earth, fire, water or air.		Outcome: Prehistoric painting linked to Stone Age		Outcome: Ideas are extended to create a modern response by designing a 'zine'.	
Year 4	Drawing	Design and Technology Unit	Sculpture and 3D	Design and Technology Unit	Craft and Design	Design and Technology Unit
	KAPOW: Year 4 drawing		KAPOW: Year 4 Sculpture and 3D Mega materials		KAPOW: Year 4 Craft and Design Fabric of nature	
	Power prints using everyday electrical items as a starting point, pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print. Light and dark Developing colour mixing skills, using shades and tints to show form and create three dimensions when drawing. Pupils learn about composition and plan their own still life, applying chosen techniques.		Mega materials learning about the work of inspirational sculptors such as Sokari Douglas and Bonita Ely, children create personal responses and make choices about techniques and materials such as recycled materials and clay. Children develop their understanding of the making process to refine a finished piece		Fabric of nature Developing skills in textile techniques, pupils explore the beauty of the natural world to create stunning visual art inspired by the striking colours, pattern and textures of bird and insect life.	
	Artist/ Art inspiration: Paul Cezanne		Artist/ Art inspiration: Darly wakeam		Artist/ Art inspiration: Constable	
	Outcome: Still life picture using objects in the classroom		Outcome: To make roman sculpture		Outcome: Create a Batik design of animals	

Year 5	Painting and Mixed Media	Design and Technology Unit	Drawing	Design and Technology Unit	Sculpture and 3D/Craft and Design	Design and Technology Unit
	KAPOW: Year 5 Painting and mixed media Portraits		KAPOW: Year 5 drawing I need space		KAPOW: Year 5 sculpture and 3D/Craft and design Interactive installation/Architecture	
	Portraits Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media.		I need space! Developing ideas more independently, pupils consider the purpose of drawings as they investigate how imagery was used in the 'Space race' that began in the 1950s. They combine collage and printmaking to create a piece in their own style.		Interactive installation using inspiration of historical monuments and modern installations, children plan by researching and drawing, a sculpture to fit a design brief. They investigate scale, the display environment and possibilities for viewer interaction with their piece. Architecture Investigating the built environment, drawing from observation and evaluating design features of buildings. Children explore famous architecture, developing ideas to create their own individual vision for a unique space.	
	Artist/ Art inspiration: Vincent Van Gogh Chila Kumari Singh Burman Njideka Akunyili Crosby		Artist/ Art inspiration: Eric Joyner – Robot art Peter Thorpe - Space		Artist/ Art inspiration:	
	Outcome: Create a self portrait		Outcome: Create a vision of the future		Outcome: Draw and create house as paper sculpture.	
Year 6	Design and Technology Unit	Craft and Design/Artist Study	Design and Technology Unit	Drawing	Design and Technology Unit	Sculpture and 3D
		KAPOW: Year 6 Craft and design/artist study Photo opportunity/ Artist study omit lesson 5		KAPOW: Year 6 drawing Make my voice heard		KAPOW: Year 6 sculpture and 3D Making memories
		Photo opportunity Exploring photography as a medium for expressing ideas, pupils investigate scale and composition, colour and techniques for adapting finished images. They use digital media to design and create photographic imagery for a specific design brief. Artist study Identifying an artist that interests them, children research the life, techniques and artistic intentions of that individual. Collecting ideas in sketchbooks, planning for a final piece and working collaboratively, they present what they have learnt about the artist.		Make my voice heard Exploring art with a message, children look at the famous 'Guernica' by Picasso and the confronting works of Käthe Kollwitz. They develop their drawings to incorporate new surfaces, a range of techniques and demonstrate an emerging personal style.		Making memories Documenting their memories of their time at primary school, children select their favourite art and design skills and techniques to design and create a 3D artwork to represent these memories.
		Artist/ Art inspiration: Hannah Hoch Chris Plowman Derrick Boateng		Artist/ Art inspiration: Käthe Kollwitz Pablo Picasso		Artist/ Art inspiration: Joseph Cornell – Tate museum
		Outcome: Self-portrait using camera.		Outcome: Create a powerful image that shows a message.		Outcome: Create a memory sculpture