

Curriculum Intent. To adapt and develop an ambitious curriculum for all pupils, so they may gain a strong sense of progress and grow in confidence as it teaches knowledge skills and cultural capital through Art. Learners develop confidence; build their resilience emotionally, creatively and physically through a widening range of internal and external experiences/provision.

Term	Key skills	Key knowledge	
1	Still life Focus: I, Make and knowledge Design and make images for different purposes <ul style="list-style-type: none"> Shape recognition 2D – 3D Compositional arrangements Recognise the work of famous artist Formal elements Colour shade Water colours 	<ul style="list-style-type: none"> Observe shapes in objects 	Investigation
		<ul style="list-style-type: none"> Collect object that interest Observe differences in pictures 	Launch
		<ul style="list-style-type: none"> Show some observational skills Use positional language 	Breakthrough
		<ul style="list-style-type: none"> Use different medium to produce different textures Explain how to create an effect 	Foundation
		<ul style="list-style-type: none"> Record images from first hand observation Use light and shadow in work 	Developing
2	Weave Focus: Ideas, knowledge(Learners who have transitioned from Rowen Tree will complete Maps and Boarder in as they have completed a weaving unit during their transitions) Communicate ideas and meaning. <ul style="list-style-type: none"> Tactile qualities of materials Weft and Warp Treading of material weaving process Identifying materials in the process 	<ul style="list-style-type: none"> Use materials with purpose 	Investigation
		<ul style="list-style-type: none"> Talk about my work Use a variety of techniques to construct a weave 	Launch
		<ul style="list-style-type: none"> start to apply improvements to work Describe categories of art 	Breakthrough
		<ul style="list-style-type: none"> Talk about work as it develops Name the materials used in work 	Foundation
		<ul style="list-style-type: none"> make notes in sketch books compare the approaches work and evaluate it experiment with construction techniques 	Developing
3	Calder Clay Focus: Ideas, knowledge Investigate processes and colour <ul style="list-style-type: none"> Clay processes Joining clay Slab work Observational drawing from a primary source Joining clay Colour wheel Formal elements 	<ul style="list-style-type: none"> Create relief in clay Builds in clay 	Investigation
		<ul style="list-style-type: none"> Discuss the texture of a material Mix colours and make adjustments 	Launch
		<ul style="list-style-type: none"> Identify natural forms Name the primary and secondary colours(how to mix) 	Breakthrough
		<ul style="list-style-type: none"> Draw groups of objects and cut simple shapes Use different drawing media and produce different lines and textures 	Foundation
		<ul style="list-style-type: none"> Draw what is seen rather than what is known Use shape, line and size to create an illusion of depth 	Developing