

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	Sea life Focus: I, Make, Evaluate To collect visual information to help develop ideas <ul style="list-style-type: none"> recycled materials drawing from primary source Sculptural techniques Drawing textures Use sketchbook to formalise ideas 	<ul style="list-style-type: none"> Selects as tool for modelling Uses tools under supervision 	Investigation
		<ul style="list-style-type: none"> Answer questions related to ideas Use drawings to record ideas Use materials in a simple way 	Launch
		<ul style="list-style-type: none"> Use a sketchbook to help with ideas Name the materials and methods used Identify materials used in sculpture 	Breakthrough
		<ul style="list-style-type: none"> Compare ideas and methods of others Draw what is there rather than what is known Adapt work taking into account the views of others 	Foundation
		<ul style="list-style-type: none"> Use information in sketchbook to inform ideas Combine different techniques in work 	Developing
2	Aztec Focus: Ideas, knowledge To compare methods in yours and others work <ul style="list-style-type: none"> printing process Uses of print Ways to print Composition Formal elements 	<ul style="list-style-type: none"> Uses different rollers for each colour Uses comparative language 	Investigation
		<ul style="list-style-type: none"> Develop ideas from a starting point Start to make comparisons of work of art and different cultures 	Launch
		<ul style="list-style-type: none"> Explain how an effect was created Identify differences between work 	Breakthrough
		<ul style="list-style-type: none"> Evaluate the composition of pictures Compare the approaches in work and evaluate it 	Foundation
		<ul style="list-style-type: none"> Identify the successful elements of a design Improve work considering its purpose 	Developing
3	Landscapes Focus: Evaluate, knowledge To make adjustments to improve your work while working on it. <ul style="list-style-type: none"> Colour tones/pastels Observational drawing scale 2D and 3D representation Formal elements 	<ul style="list-style-type: none"> Colours between the lines Investigates adjustments to colour 	Investigation
		<ul style="list-style-type: none"> Show some observational skill Ask questions about the task 	Launch
		<ul style="list-style-type: none"> Explore the colour tones Identify process that have worked Use more than one technique in a piece of work 	Breakthrough
		<ul style="list-style-type: none"> Show awareness of scale Make notes in a sketchbook Change work as it develops 	Foundation
		<ul style="list-style-type: none"> Consider scale and how it can be represented in 2 and 3 dimensions. Use colour to create a mood Use a colour wheel 	Developing
4	World Art Focus: I, Evaluate, knowledge To collect visual information to help develop ideas <ul style="list-style-type: none"> Non-western art Influences on famous artist Recognise difference in pattern across 3 cultures 	<ul style="list-style-type: none"> observe art from different cultures 	Investigation
		<ul style="list-style-type: none"> Review work of others Start to make comparisons between the art of different cultures 	Launch
		<ul style="list-style-type: none"> Talk about work as it develops Identify differences between theirs and others 	Breakthrough
		<ul style="list-style-type: none"> Compare methods and ideas of others Is familiar with the work some artists 	Foundation
		<ul style="list-style-type: none"> Can improve work considering purpose Recognise some work by famous artists Can consider what make their work interesting 	Developing