

Art and Design Curriculum Overview 2025-2026

	<i>Year 1/2</i>		<i>Year 3/4</i>
<i>Painting and mixed media</i>	Colour Splash Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by the artists Clarice Cliff and Jasper Johns.	<i>Painting and mixed media</i>	Light and Dark Developing colour-mixing skills, using shades and tints to show form and create three dimensions when painting. Children learn about composition and plan their own still life to paint, applying their chosen techniques.
<i>Painting and mixed media</i>	Life in Colour Taking inspiration from the collage work of artist Romare Bearden, children consolidate their knowledge of colour mixing and create textures in paint using different tools. They make their own painted paper in the style of Bearden and then use it in the creation of a collage.	Sculpture and 3D	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. Children may also extend their learning to create a modern response by designing a 'zine' (a mini-book made from folding a single piece of paper).
<i>Craft and design</i>	Map it Out Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. Their ideas are developed through the creative techniques of stained glass style, basic printing, and either felt making or creating art in relief.	<i>Craft and design</i>	Fabric of Nature Using the flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric.

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	Year 5		Year 6
Sculpture and 3D	<p style="text-align: center;">Interactive Installation</p> <p>Using inspiration of historical monuments and modern installations, pupils plan, research and draw a sculpture to satisfy a design brief. They investigate scale, the display environment and possibilities for viewer interaction.</p>	Craft and design	<p style="text-align: center;">Photo Opportunity</p> <p>Exploring photography as a medium for expressing ideas, children 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.</p>
Drawing	<p style="text-align: center;">I need space!</p> <p>Developing ideas more independently, pupils consider the purpose of drawings as they investigate and evaluate how imagery was used in the 'Space race' that began in the 1950s. They combine collage and printmaking to work independently to generate, test, and refine ideas in their sketchbooks, leading to a final piece.</p>	Drawing	<p style="text-align: center;">Make my voice heard</p> <p>Exploring how artists have conveyed messages from the Ancient Maya to modern-day street art. The children extend their understanding of how artists use imagery and symbols, and develop their drawing techniques of expressive mark making, tone, and the dramatic light and dark effect called 'chiaroscuro'.</p>
Painting and mixed media	<p style="text-align: center;">Portraits</p> <p>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. Artists featured: Rembrandt, Van Gogh, Frida Kahlo, Chila Kumari Singh Burman and Njideka Akunyili Crosby.</p>	Sculpture and 3D	<p style="text-align: center;">Making Memories</p> <p>Creating a personal memory box, pupils reflect on their time at primary school, representing their memories through art using a range of materials and techniques and develop skills in planning, creating, and evaluating 3D sculptures</p>