



Heartwood Art and DT Curriculum

Making a Difference

Intent

Through our Art and DT curriculum, we aim to enable our children to become:

- Enthusiastic, curious and independent thinkers through being inspired by specialist artists that challenge and fire their imagination and thinking. Pupils are exposed to different perspectives through observation, leading them to ask questions and make personal discoveries.
- Motivated, reflective and resilient learners through the celebration of achievement at a variety of levels both in classrooms and across the whole school. We encourage pupils to develop confidence in their own abilities by self and peer assessing and listening to advice from others to achieve their goals.
- Tolerant and responsible citizens through the understanding that everyone is unique and special. In Art and DT, pupils have access to cultural richness and diversity enabling them to appreciate and enjoy the arts that enrich lives in the local community and wider world.

Implementation

The scheme of work that we follow, Kapow Primary's Art and DT, is written by experts in their field and designed to give pupils every opportunity to develop their ability, nurture their talent and interests, express their ideas and thoughts about the world, as well as learning about artists and designers across cultures and through history.

Kapow Primary's Art and DT scheme of learning supports our children to meet the national curriculum end of key stage attainment targets.

Art

Kapow Primary's Art and design scheme of learning is designed with five strands that run throughout. These are:

- Generating ideas

- Using sketchbooks
- Making skills, including formal elements (line, shape, tone, texture, pattern, colour)
- Knowledge of artists
- Evaluating and analysing
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Units of lessons are sequential, allowing our children to build their skills and knowledge, applying them to a range of outcomes. The formal elements, a key part of the national curriculum, are also woven throughout units. Key skills are revisited again and again with increasing complexity in a spiral curriculum model. This allows our children to revise and build on their previous learning. Units in each year group are organised into four core areas:

- Drawing
- Painting and mixed-media
- Sculpture and 3D
- Craft and design

Design and Technology

The Design and technology National curriculum outlines the three main stages of the design process: design, make and evaluate. Each stage of the design process is underpinned by technical knowledge which encompasses the contextual, historical, and technical understanding required for each strand. Cooking and nutrition has a separate section, with a focus on specific principles, skills and techniques in food, including where food comes from, diet and seasonality.




Both Art and DT are taught in the studio once a half term. Additional after school clubs provide enrichments opportunities; sewing, baking, Art and woodwork.



Impact




Kapow Primary's curriculum is designed in such a way that children are involved in the evaluation, dialogue and decision making about the quality of their outcomes and the improvements they need to make. By taking part in regular discussions and decision-making processes, children will not only know facts and key information about art, but they will be able to talk confidently about their own learning journey, have higher metacognitive skills and have a growing understanding of how to improve.

The impact of Kapow Primary's scheme can be consistently monitored through both formative and summative assessment opportunities. Each lesson includes guidance to support teachers in assessing pupils against the learning objectives.

An evidence record will be kept of the children's experiences and progress in Art and DT in the form of sketchbooks. Using our progression of skills and knowledge document teachers are able to accurately assess the level of the children's work. Attainment and progress is tracked using Pupil Asset at the end of each unit and an end of year assessment is then formulated.

<p>Reading across Art</p>	<p>Extensive, slow reading and re-reading to analyse details Add, retrieve and use topic-specific terminology, acronyms and their definitions (vocabulary box) Retrieve key information and sequence information</p>	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  close reading </div> <div style="text-align: center;">  making connections </div> </div> <div style="text-align: center; margin-top: 10px;">  visualising </div>
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<p>Reading across DT curriculum</p>	<p>Extensive, slow reading and re-reading to analyse details Add, retrieve and use topic-specific terminology, acronyms and their definitions (vocabulary box)</p>	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  close reading </div> <div style="text-align: center;">  making connections </div> </div>
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	Retrieve key information and sequence information	 visualising  predicting  independent reading
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	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Enrichment	Swaffham Rotary Art Galley	Whole School Hygge Christmas Market	Artist Visit for Ambassadors and PP children – Eden Mullane	Year 4 UEA Sainsbury Gallery		Heartwood Art Gallery linked with artist Eden Mullane

Nursery

Art Project	Autumn Wreaths 	Salt Dough Decorations 	Threaded Snowflakes 	Egg Threading 	Suncatchers 	Salt Painting 
DT Project	Hibernation Box	Christmas Sliding Picture		Easter Hanging Decoration	Flower Threading	Designing and making a rainbow salad

Reception

	<p>Structures: Junk modelling</p> <p>Learn about permanent and temporary joins and use different ones to make their product.</p>	<p>Drawing: Marvellous Marks</p>	<p>Textiles: bookmarks</p> <p>Pupils develop and practise threading and weaving techniques.</p>	<p>Painting & Mixed Media: Paint My World</p>	<p>Structures: boats</p> <p>Explore different materials that will make a boat that is waterproof and floats.</p>	<p>Sculpture and 3D: Creation Station</p>
	<ul style="list-style-type: none"> • Join • Stick • Cut • Bend • Slot • Scissors • Measure • Materials • fix 	<p>Artist, Bumpy, Chalk, Circle, Colours, Curved, Drawing, Feeling, Felt tips, Hard, Line, Long, Mark, Mark making, Medium, Observational drawing, Observe, Oil pastel, Paint, Pattern, Pencils, Ridged, Rough, Rubbing, Self-portrait, Short, Smooth, Soft, Squiggly, Straight, Texture, Thick,</p>	<ul style="list-style-type: none"> • Thread • Weave • Pattern • Sew • Sewing needle • Embroider Design Evaluate 	<p>Collage, Create, Cut, Dab, Design, Dot, Flick, Glide, Glistening, Glossy, Landscape, Permanent, Rip, Shiny, Silky, Slimy, Slippery, Smooth, Splat, Splatter, Squelchy, Stick, Sticky, Sweep, Swirl, Swish, Tear, Temporary, Transient art, Wet, Wipe</p>	<ul style="list-style-type: none"> • Waterproof • Absorb • Prediction • Variable • experiment • Investigation • Float • Sink • Junk 	<p>3D art, Bend, Clay, Chop, Collage, Cut, Evaluate, Flatten, Join, Landscape, Pinch, Plan, Poke, Pull, Push, Reflect, Roll, Sculpture, Silky, Slimy, Slippery, Smooth, Squash, Squelchy, Sticky, Stretch, Twist, Wet</p>

Thin, Wavy, Wax
crayons, Zig-zag

Year 1

Structures: constructing windmills

Explore different
types of windmills
and their key

features.



Drawing: Make
your Mark

Textiles: puppets

Joining fabrics and
designing my puppet

Sculpture & 3D:
Paper Play

Cooking & Nutrition: fruit and vegetables

Learn to distinguish
between fruits and
vegetables and learn
about 5 a day. Making a
fruit and vegetable
smoothie.



Painting & Mixed
Media: Colour
Splash

Client

- Design
- Evaluation
- Net
- Stable
- Strong
- Test
- Weak
- Windmill

Line, Vertical,
Horizontal,
Diagonal, Wavy,
Straight, Cross-
hatch, Optical art,
2D shape, 3D
shape, Abstract,
Narrative, Printing,
Shade, Form,

- Decorate
- Design
- Fabric
- Glue
- Model
- Hand puppet
- Safety pin
- Staple
- Stencil

Sculpture, Artist,
Three dimensional
(3D), Cylinder,
Curve, Loop, Tube,
Concertina,
Overlap, Spiral,
Zig-zag, Carving,
Mosaic, Imagine




- Blender
- Carton
- Fruit
- Healthy
- Ingredients
- Peel
- Peeler
- Recipe
- Slice
- Smoothie

Hue, Shade, Primary
colour, Secondary
colour, Pattern, Mix,
Blend, Print, Shape,
Kaleidoscope,
Texture, Space,
Thick

		Continuous, Mark making, Observe, Dots, Circle, Lightly, Firmly, Texture, Shadow, Charcoal, Pastel, Chalk	<ul style="list-style-type: none"> • Template 		<ul style="list-style-type: none"> • Stencil • Template • Vegetable 	
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Year 2

	Structures: Baby bear's chair Explore stability and methods to strengthen structures.	Craft & Design: Map It Out	Painting and Mixed Media: Life in Colour	Mechanisms: fairground wheel Create a functional Ferris wheel.	Sculpture & 3D: Clay Houses	Mechanisms: moving monsters Explore levers, linkages and pivots.
	<ul style="list-style-type: none"> • Function • Man-made • Mould • Natural • Stable • Stiff • Strong • Structure • Test • Weak 	Imaginary, Inspired, Landmarks, Shape, Texture, Pattern, Felt, Fibre, Viewfinder, Abstract, Composition, Mosaic, Stained glass, Overlap, Gallery, Curator, Design, Design brief, Evaluate	collage detail mixing overlap primary colour secondary colour surface texture	Axle <ul style="list-style-type: none"> • Decorate • Evaluation • Ferris wheel • Mechanism • Stable • Strong • Test • Waterproof • Weak 	Roll, Smooth, Flatten, Shape, Cut, Pinch pot, Thumb pot, Ceramic, Glaze, Score, Slip, Surface, Join, Sculpture, Sculptor, Plaster, Casting, Negative space, Three dimensional, In relief, Detail, Impressing	<ul style="list-style-type: none"> • Evaluation • Input • Lever • Linear motion • Linkage • Mechanical • Mechanism • Motion • Oscillating motion • Output • Pivot • Reciprocating motion

						<ul style="list-style-type: none"> • Rotary motion • Survey
Year 3						
	<p>Structures: constructing a castle</p> <p>Identify and learn about the key features of a castle. Design and make using recycled materials.</p>	<p>Drawing: Growing Artists</p> 	<p>Food: eating seasonally</p> <p>Learn about seasonality- when, where and why they are grown then.</p> 	<p>Craft & Design: Ancient Scrolls</p> 	<p>Digital world: electronic charm</p> <p>Design and develop a program.</p>	<p>Sculpture & 3D: Abstract Shape and Space</p>
	<ul style="list-style-type: none"> • 2D shapes • 3D shapes • Castle • Design criteria • Evaluate • Facade • Feature • Flag • Net • Recyclable 	<p>Geometric, Organic, Shape, Line, Object, Arrangement, Light, Dark, Shading, Tone, Grip, Smooth, Blend, Even, Frottage, Rubbing, Surface, Texture, Pressure, Tool, Tear, Cut, Botanist, Botanical, Scientific, Magnified, Form,</p>	<ul style="list-style-type: none"> • Climate • Dry climate • Exported • Imported • Mediterranean climate • Nationality • Nutrients • Polar climate • Recipe • Seasonal food • Seasons 	<p>Egyptian, Ancient, Civilisation, Papyrus, Sculpture, Painting, Pattern, Shape, Colour, Scroll, Convey, Composition, Scale, Imagery, Design, Technique, Process, Material, Layout, Zine, Fold, Audience, Inform</p>	<ul style="list-style-type: none"> • Analogue • Badge • CAD • Control • Design requirements • Develop • Digital Monitor • Net • Point of sale • Product • Product design 	<p>Abstract, found objects, negative space, positive space, sculptor Sculpture, structure, three-dimensional</p>

	<ul style="list-style-type: none"> ● Scoring ● Stable ● Strong ● Structure ● Tab ● Weak 	Scale, Composition, Abstract, Frame, Gestural, Expressive, Viewfinder	<ul style="list-style-type: none"> ● Temperate climate ● Tropical climate 		Program Sense <ul style="list-style-type: none"> ● Digital revolution ● Digital world ● Display ● Electronic ● Electronic products ● Fasten ● Feature ● Function ● Initiate ● Key features ● Layers ● Loops ● Micro: bit ● Simulator ● Smart wearables ● Stand ● Technology ● Template ● Test ● User 	
Year 4						
	Structures: pavilions Apply research on stability to design	Drawing: Power Prints	Mechanical systems: making a sling shot car	Painting and Mixed Media: Light and Dark	Electronic systems: torches	Craft & Design: Fabric of Nature

	and create a stable pavilion.		Make a car with a working slingshot mechanism.		Evaluate a range of existing torches before designing a new one.	
	<ul style="list-style-type: none"> • Aesthetic • Cladding • Design criteria • Evaluation • Frame structure • Function • Inspiration • Pavilion • Reinforce • Stable • Structure • Target audience • Target customer • Texture • Theme 	Contrast, Observational drawing, Shading, Shadow, Tone, Gradient, Three dimensional (3D), Proportion, Symmetry, Pattern, Composition, Precision, Mixed media, Wax-resist, Highlight, Collage, Combine, Parallel, Hatching, Cross-hatching, Viewfinder, Collaborate, Collaboratively, Printmaking, Abstract, Figurative, Monoprint, Block print	<ul style="list-style-type: none"> • Aesthetic • Air resistance • Chassis • Design • Design criteria • Function • Graphics • Kinetic energy • Mechanism • Net • Structure 	Portrait, Landscape, Shadow, Tint, Shade, Texture, Contrasting, Vivid, Muted, Formal, Patterned, Abstract, Detailed, Figurative, Three dimensional (3D), Grid, Technique, Mark-making, Composition, Dabbing paint, Stippling paint, Paint wash, Pointillism	<ul style="list-style-type: none"> • Battery • Bulb • Buzzer • Cell • Component • Conductor • Copper • Design criteria • Electrical item • Electricity • Electronic item • Function • Insulator • Series circuit • Switch • Test • Torch • Wire 	Batik, colour palette, craft, craftsperson, design, develop, designer, imagery, industry, inspiration, mood board, organic Pattern, repeat, repeating, rainforest Symmetrical, texture theme
Year 5						

	<p>Electronic systems: Doodlers</p> <p>Explores series circuits further and introduces motors.</p>	<p>Sculpture & 3D: Interactive Installation</p>	<p>Mechanical systems: Making a pop-up book</p> <p>Create a 4 page functional pop-up book using levers, sliders, layers and spacers.</p>	<p>Drawing: I Need Space</p>	<p>Food: what could be healthier?</p> <p>Discover the farm to fork process and develop a healthier recipe.</p> 	<p>Painting & Mixed Media: Portraits</p>
	<ul style="list-style-type: none"> ● Circuit component ● Configuration ● Current ● Develop ● DIY ● Investigate ● Motor ● Motorised ● Problem solve ● Product analysis ● Series circuit ● Stable ● Target user 	<p>Display, Installation art, Mixed media, Features, Evaluate, Analyse, Location, Scale, Scaled down, Special effects, Three dimensional, Art medium, Performance art, Stencil, Atmosphere, Props, Influence, Experience, Culture, Revolution, Concept, Elements, Interact, Interactive</p>	<ul style="list-style-type: none"> ● Aesthetic ● Computer-aided design (CAD) ● Caption ● Design ● Design brief ● Design criteria ● Exploded-diagram ● Function ● Input ● Linkage ● Mechanism ● Motion ● Output ● Pivot ● Prototype ● Slider ● Structure ● Template 	<p>Retro-futurism, Futuristic, Imagery, Culture, Cold War, Propaganda, Space race, Purpose Stimulus, Decision, Process, Technique, Collagraphy, Collagraph, Repetition, Printing plate, Composition, Printmaking, Evaluate, Revisit, Develop</p>	<ul style="list-style-type: none"> ● Beef ● Cross-contamination ● Diet ● Ethical issues ● Farm ● Healthy ● Ingredients ● Method ● Nutrients ● Packaging ● Reared ● Recipe ● Research ● Substitute ● Supermarket ● Vegan ● Vegetarian ● Welfare 	<p>Background, Continuous line drawing, Portrait, Self-portrait, Paint wash, Collage, Texture, Composition, Carbon paper, Transfer, Printmaking, Monoprint, Mixed media, Multi media, Justify, Research, Evaluate, Represent, Atmosphere, Art medium</p>

Year 6

Year 6						
	<p>Structure: playgrounds</p> <p>Design and develop a range of apparatus to meet a list of specified design criteria.</p>	<p>Craft & Design: Photo Opportunity</p>	<p>Digital world: Navigating the world</p> <p>To explore and use CAD 3D modelling software.</p>	<p>Sculpture & 3D: Making Memories</p>	<p>Textiles: Waistcoats</p> <p>To select suitable fabrics, use templates, decorate and stitch a waistcoat for a purpose.</p>	<p>Drawing: Make my voice heard</p>
	<p>Adapt</p> <ul style="list-style-type: none"> ● Apparatus ● Bench hook ● Cladding ● Coping saw ● Design ● Dowel ● Evaluation ● Feedback ● Idea ● Jelutong ● Landscape ● Mark out ● Measure ● Modify ● Natural materials ● Plan view 	<p>Photomontage, Image, Dada, Composition, Arrangement, Layout, Cityscape, Macro, Photography, Monochrome, Monochromatic, Album, Digital, Saturation, Emulate, Editing, Software, replacement, Focus, Frame, Recreate, Pose, Prop, Portrait,</p>	<ul style="list-style-type: none"> ● 3D CAD ● Application (apps) ● Biodegradable ● Boolean ● Cardinal compass ● Client ● Compass ● Concept ● Investment Lightweight Loop Manufacture Materials (wood, metal, plastic etc.) Mouldable Navigation ● Convince ● Corrode 	<p>assemblage attribute collection composition embedded expression identity juxtaposition literal manipulate originality pitfall relief representation sculpture self symbolic</p>	<ul style="list-style-type: none"> ● annotate ● decorate ● design criteria ● fabric ● target customer ● waistcoat ● waterproof 	<p>Maya, Mayan, Imagery, Mark making, Expressive, Character traits, Symbol, Symbolic, Interpretation, Aesthetic, Representative, Tone, Chiaroscuro, Technique, Graffiti, Guerilla, Mural, Street art, Commissioned, Tone, Tonal, Composition, Impact, Audience</p>

	<ul style="list-style-type: none"> ● Playground ● Prototype ● Reinforce <ul style="list-style-type: none"> ● Sketch ● Structure ● Tenon saw ● Texture ● User ● Vice ● Weak 	Photorealism, Photorealistic, Grid, Proportion	<ul style="list-style-type: none"> ● Duplicate ● Environmentally friendly ● Equipment ● Feature ● Finite ● Function ● Functional ● GPS tracker ● If statement ● Infinite ● Non-recyclable ● Product lifecycle ● Product lifespan ● Program ● Recyclable ● Smart ● Sustainable ● Sustainable design ● Unsustainable design ● Variable ● Workplane 	tradition		
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Year 7

Wayne Thibaud – Fake Cakes (Previous learning – colour theory)	Henri Rousseau – The Jungle (Previous learning – researching artists)	Frida Kahlo – Identity (Previous learning – colouring techniques)
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