Gothic Mede Academy Art Curriculum 2026-2027

For our Art curriculum we use the *National Curriculum Programmes of Study* and *Kapow*. It is taught via the following units:

	Autumn	Spring	Summer
Year 1	***Drawing*** ***Exploring line and shape*** *Updated version*	**Painting** **Learning about paint and brush control**	***Sculpture and 3D*** ***Paper play***
Year 2	**Painting and mixed media** **Colour mixing** Updated version	**Sculpture and 3D** Clay houses adapted to castles	***Drawing –*** ***understanding Tone and Texture*** updated version
Year 3	***Sculptures and 3D*** **Abstract shape and space**	**Drawing** **Developing drawing skills**	***Craft and design*** Ancient Egyptian scrolls
Year 4	***Craft and design*** ***Fabric of nature***	***Drawing*** ***Exploring tone and texture &proportion***	***Painting and mixed media*** ***Light and dark*** *Up dated version*

National Curriculum

To find out about the subject content in KS1 and KS2 follow this link:
https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/239018/PRIMARY_national_curriculum_-_Art_and_design.pdf

Purpose of study

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both
reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Aims

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Attainment targets

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

Key Stage 1

Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Key Stage 2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.
Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.