



Duckmanton Primary School – Art curriculum map

This document outlines how the relevant Art knowledge and skills will be taught across our school. These units are adapted year-on-year to suite the History or Geography topic being taught in that year group or key stage. Units are based around **drawing skills, artist study, clay, printing, design, photography and paint**. Art Units are taught on a termly rotation with Design Technology.

Year Group	Autumn 2	Christmas Project Units of work based around an artist study for calendars.	Spring 1	Mothers' Day Project Units of work based around Mothers' Day cards	Summer 1	Transition Project Units linked to transition
Early Years	Self Portraits	Artist study Jackson Pollock	Junk Modelling	Observational Drawing & Painting	Collage Natural Materials	
Year 1	Observational Drawing Portraits	Artist study Piet Mondrian	Glitter Painting	Textiles & Collage	Printing	Seaside Patterns
Year 2	Observational Drawing Pastels & Charcoal	Artist study Giuseppe Arcimboldi	Painting line drawing & watercolour	Weaving & Printing	Tinga Art Colour & Pattern	Collage All about me
Year 3	Drawing Scale and proportion of objects	Artist study Wassily Kandinsky	Sculpture - Clay Henry Moore	Digital art	Painting Tint- light & shade.	Collage All about me- techniques. What I like
Year 4	Drawing Portraits- scale and proportion	Artist study Gaudi	Textile printing Investigating pattern. Orla Kiely	Digital art Manipulating images.	Painting Texture- blocking & washes	Collage All about me- portrait collage
Year 5	Drawing 3d objects- shade and tone	Artist study Banksy	Sculpture - Modroc Statue study- Christ the Redeemer, Angel of the North etc.	Digital art	Painting Colour profiling- complimentary colour wheel	Collage All about me- mood board
Year 6	Drawing Perspective and position	Artist study Escher Tessellation	Printing Textiles & 3d design Headdresses	Digital art Manipulating images.	Painting Mixed media- creating mood using colour including abstract art	Collage Extending work from initial ideas- collage portrait- shade, light & tone.