

Art and Design CURRICULUM OVERVIEW 2024-25				PUBLISHED SCHEME: Access Art Three Access Art Pathway Units taught per year		
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	See EYFS ART skills document - experiences to cover: WHAT CAN WE SEE? HOW CAN WE EXPLORE COLOUR? HOW CAN WE BUILD WORLDS? HOW CAN WE BUILD EXPLORE MATERIALS & MARKS? HOW CAN WE EXPLORE 3D MATERIALS? HOW CAN WE USE OUR BODIES TO MAKE ART? HOW CAN WE USE OUR IMAGINATIONS?					
Year 1	Spirals Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.		Exploring Watercolour Exploring watercolour and discovering we can use accidental marks to help us make art.		Playful Making Exploring materials and intention through a playful approach.	
Year 2	Explore and draw Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.			Expressive painting Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark-making to create an abstract still life.		Be an architect Exploring architecture and creating architectural models.
Year 3		Gestural drawing with charcoal Making loose, gestural drawings with charcoal, and exploring drama and performance.		Cloth, Thread & Paint <i>link to textiles skills</i> Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.	Telling stories through drawing and making Explore how artists are inspired by other art forms - in this case how we make sculpture inspired by literature and film	
Year 4		Storytelling through drawing Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing.		Exploring still life Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired artwork		Festival feasts How might we use food and art to bring us together?
Year 5		Typography and maps Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.	Mixed Media Land and Cityscapes Explore how artists use a variety of media to capture spirit of a place.			Fashion Design Explore contemporary fashion designers and create your own 2D or 3D fashion design working to a brief.

Year 6		<p>2D drawing to 3D making Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.</p>		<p>Identity Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait</p>	<p>Brave Colour Exploring how artists use light, form and colour to create immersive environments.</p>	
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<p>Term 1 or 2 Drawing and Sketchbook projects Drawing & Sketchbooks – Sketchers, Composition Creators, Collage Artists, Risk-takers, Gestural Performance Artists, Storytellers, Illustrators, Graphic Designers, Observational Artists.</p>	<p>Term 3 or 4 Painting, surface and texture Paint & Printing – Painters, Expressionists, Scenery Designers, Mark Makers, Mixed Media Makers, Still-life Learners, Environmental Explorers, Identity and Imagination Experts.</p>	<p>Term 5 or 6 3D sculpture 3D Work & Sculpture – Sculptors, Architects, Character Developers, Ceramicists, Fashion Designers, Installation Designers.</p>
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