



# Henleaze Infant School

## Our Art Curriculum



### **Intent:**

At Henleaze Infant School we believe that art stimulates creativity, imagination and inventiveness and supports children to communicate what they see, feel and think. Through a planned progression of skills teaching, we intend for our art curriculum to provide children with the opportunities to develop and extend their proficiency in drawing, painting, sculpture, collage, textiles and print. Through this, we enable children to develop their knowledge of styles and extend their vocabulary, to enable them to express responses to ideas and experiences. Children are encouraged to think critically about art, be reflective, and evaluate their own and other artist's work. Through this, children will gain an understanding of how art shapes our history and contributes to our culture. We celebrate and recognise the work children create in school and home creating vibrant, meaningful displays throughout the school.

### **Implementation:**

At Henleaze Infant School art is taught in designated art lessons made meaningful by links to school-based topics and the wider curriculum. We use whole school topics to encourage a love of art and enable children to explore ideas and meanings through the work of artists and designers. Areas covered include painting, pointillism, printing, sketching,

The works of famous local, national and international artists are explored to enhance children's learning and promote diversity. The children's learning is further enhanced by whole school 'wow' days when the children have the opportunities to work collaboratively to explore different styles and techniques of different artists.



**Henleaze Infant School**

## Whole School Curriculum Map for Art

Term	EYFS	YEAR 1	YEAR 2
<b>Autumn 1</b>	Colour-ELLI animals and Autumn Learning about different forms of media -collage, exploring colours of	Colour-Observational work Mixing colours and knowing the different names of all the colours and	Colour- Portraits How colour is used by artists and illustrators, knowing the names of colours and inventing their own.

	<p>paint/mixing colours -Continuous provision- role play, story props, small world, musical instruments.</p>	<p>choosing colour for effect for painting and collage.</p>	<p>Exploring primary and secondary colours. To explore how many different tones of a particular colour can be mixed using different medias.</p>
<b>Autumn 2</b>	<p><b>Junk Modelling/design- ELLI</b> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. -Continuous provision- role play, story props, small world, musical instruments.</p>	<p><b>3d Sculptures/models- Beegu</b> To observe shape, form and space in natural and man-made objects.</p>	<p><b>Sketch (JMW Turner)</b> Using a range of media to create pictures. Recreate a sketch of Turners Castles using pencil and watercolours</p>
<b>Spring 1</b>	<p><b>Observational/pattern work- Teddy bears (Bear Hunt) and repeated pattern icicles</b> Share their creations, explaining the process they have used. -Continuous provision- role play, story props, small world, musical instruments.</p>	<p><b>Tone (Edward TingaTinga)</b> To look at the way artists use tones of colour and black and white (particularly photographers) to create moods, effects and the illusion of light and dark.</p>	<p><b>Sculpture</b> To observe shape, form and space in natural and man-made objects – to be aware of the work of craftspeople and artists who use natural and man-made objects.</p>
<b>Spring 2</b>	<p><b>Painting/model making- safari animals Oil pastel drawing of fruit baskets.</b> Experimenting with colour, design, texture, form and function. -Continuous provision- role play, story props, small world, musical instruments.</p>	<p><b>Colour</b> Using Artists use of colour to depict different temperatures as you move to Spring.</p>	<p><b>Tone</b> To be aware of tone in terms of light and dark and also in a variety of colour.</p>
<b>Summer 1</b>	<p><b>Pattern</b>  <b>Experimenting with colour and technique</b> symmetrical butterflies -Continuous provision- role play, story props, small world, musical instruments.</p>	<p><b>Pattern (Ardman and Banksy)</b> To create own patterns and explore how can be used to create camouflage pictures</p>	<p><b>Shading- Tin forest Art</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p>

## Summer 2

### Building Models- Bug hotels

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.  
-Continuous provision- role play, story props, small world, musical instruments.

### Texture

To compare printed images made by objects of differing textures.

### Line Technique

To experiment with making lines with a variety of materials & make observational drawings using line.  
(of a specific object / building)