



Art at Amington Heath

How is this subject taught?

Children learn art through a mini adventure approach to the curriculum. Children become artists for three-week mini adventures where they learn the artistic knowledge and skills set out in the national curriculum in a purposeful and inspiring way. Throughout their time at Amington Heath, children will go on at least nine adventures where they are artists.

In addition to specific art lessons, children also learn about art within other subject areas such as RE (Harvest assemblies etc.) and D.T. Children apply their skills in other areas by presenting their learning across the curriculum through art. Children share their artistic knowledge and skills with the whole school community through fantastic finishes, sharing assemblies and displaying their work in the Amington Heath art gallery.

Plan for progression

The curriculum has been mapped to ensure that knowledge and skills build upon prior learning from knowledge and understanding of the world in Nursery to Year 6 programmes of study.

Enrichment

Art lessons are enhanced with enrichment activities such as trips to the pantomime to look at scenery and costumes and Harry Potter world to explore the scene creations and the masks etc. created for the films.

As part of a rolling programme of after school clubs, children have the opportunity to join art clubs.

Children are regularly invited to participate in school, local and national competitions to share their art and design work. Such as, drawing an Amington Adventurer; designing a new school logo and creating art work to represent ecological awareness.

Mini Adventure Outcomes - Whole School progression in Art

EYFS

What the children will be learning to do:	How to support/ teach this:
<p><u>EAD- 0-3 years</u> Explore different materials, using all of their senses to investigate them. Manipulate and play with different materials. Use their imagination as they consider what they can do with different materials. Make simple models which express their different ideas.</p> <p>Enjoy drawing freely. Add some marks to their drawings, which they give meaning to. For example: "That says mummy." Make marks on their picture to stand for their name.</p>	<p>Stimulate children's interest in modelling- *Provide a wide range of found materials – Junk, blocks, clay, soft wood, card, fabric and materials of different textures. *Provide appropriate tools and joining methods for the materials offered Encourage young children to explore materials/ resources finding out what they are/ what they can do, and decide how they want to use them.</p> <p>Provide a wide range of stimulating equipment to encourage children's mark-making. Suggestions: • large-scale sensory play, such as making marks with fingers in wet sand or in a tray of flour • using sticks and leaves to make marks during Forest school sessions • large brushes with paint or water • dragging streamers through puddles Once large-muscle co-ordination is developing well, children can develop small-muscle coordination. Playground chalk, smaller brushes, pencils and felt pens will support this</p>
<p><u>EAD- 3-4 years</u></p> <p>Create closed shapes with continuous lines and begin to use these shapes to represent objects</p>	<p>Offer opportunities to explore scale- *Long strips of wallpaper *Child size boxes *Different surfaces to work on- paving, floor, tabletop, easel Listen and understand what children want to create before offering suggestions. *Invite artist, craftspeople into the setting, as a range of ideas for the children to draw on.</p> <p>Help children to develop their drawing and model-making. Encourage them to develop own creative ideas.</p>
<p><u>EAD- Reception age</u></p>	<p>*Provide children with a range of materials to construct with *Teach children different techniques for joining materials *Provide a range of materials and tools and teach children how to use them with precision-promote independence.</p>

Year 1

Mini adventure	Outcomes
Memory Box	<p>SUMMARY – In Memory Box, children will develop their pencil skills to create drawings of old toys based on their observational skills. They will use cross hatching and stippling to add shade and texture.</p> <p>Key Adventure Outcomes;</p> <ol style="list-style-type: none">1. Use drawing to share ideas and imagination2. Develop a wide range of techniques to show line and texture3. Learn about the work of a range of artists

Mini adventure	Outcomes
Superheroes	<p>SUMMARY – In Superheroes children will develop their understanding of colour through colour mixing in paint to create colour wheels. They will develop and explore Picasso, creating a final piece of abstract art – a self-portrait.</p> <p>Key Adventure Outcomes;</p> <ol style="list-style-type: none">1. Use drawing to share ideas and imagination2. Develop a wide range of techniques to show line and texture3. Learn about the work of a range of artists

Year 2

Mini adventure	Outcomes
The Great Fire of London	<p>SUMMARY – Using watercolours, pastels and charcoal, children explore narrative art. They use Claude Monet's Houses of Parliament as inspiration and then create their own piece, basing it on the key events of the Great Fire of London.</p> <p>Key Adventure Outcomes;</p> <ol style="list-style-type: none">1. To use a range of materials2. To use painting to share ideas3. To learn about a range of artists

Year 3

Mini adventure	Outcomes
Gods and Mortals	<p>SUMMARY - Using coloured pencils, children observe and copy the designs on Greek Pottery before using it as inspiration to create their own pot designs. They use clay to create their own pots in the style of the Ancient Greeks.</p> <p>Key Adventure Outcomes;</p> <ol style="list-style-type: none">1. To improve mastery of art techniques and sculpture2. Learn about great artists in history3. Create sketchbooks to record observations and review ideas

Mini adventure	Outcomes
A Journey Down The Amazon	<p>SUMMARY – Using Henri Rousseau as inspiration, the children master the techniques needed to work successfully with charcoal and pastels. They polish their skills in their sketchbooks before creating a final piece.</p> <p>Key Adventure Outcomes:</p> <ol style="list-style-type: none"> 1. To create sketchbooks to record, review and revisit their work 2. To improve their mastery of art and design techniques—drawing with charcoal/pastel and collage 3. Explore and evaluate the work of great artists in history - Henri Rousseau

Year 4

Mini adventure	Outcomes
Blue Abyss	<p>SUMMARY - Children create line drawings in their sketchbooks taking inspiration from under the sea. They translate their line drawings into patterns on material and use this to create Batik designs. Their final Batik piece links to the book, Flotsam.</p> <p>Key Adventure Outcomes;</p> <ol style="list-style-type: none"> 1. To create sketch books to record their observation and use them to review and revisit ideas 2. To improve their mastery of design techniques 3. Learn about great designers and artists in history

Year 5

Mini adventure	Outcomes
Mayans	<p>SUMMARY - Children use Celeste Mogador’s work as inspiration to create their own Mayan Masks. They explore her designs and then take inspiration from Mayan art to create their own sketches. They use a mix of media – pencils, pastels and paints – to design and then create a final mask using Modroc and beading.</p> <p>Key Adventure Outcomes;</p> <ol style="list-style-type: none"> 1. To create sketch books to record their observations and use them to review and revisit ideas 2. 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] 3. To find out about great artists, architects and designers in history.

Year 6

Mini adventure	Outcomes
Harry Potter	<p>SUMMARY - Children use a range of pencil techniques – stippling, cross hatching - to complete observational drawings. They use this to design and create paintings and sculptures of fictional beasts.</p> <p>Key Adventure Outcomes;</p> <ol style="list-style-type: none"> 1. To create sketch books to record their observations and use them to review and revisit ideas 2. 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] 3. To find out about great artists, architects and designers in history.
Fallen Fields	<p>SUMMARY - Children create a collaborative piece of artwork based on the poem Flander’s Field. They use paints to create a background and create poppies from a range of mixed media. They also explore the use of paper craft, using silhouettes to depict a blitzed city against a water coloured background.</p> <p>Children Key Adventure Outcomes;</p> <ol style="list-style-type: none"> 1. Create sketch books to record their observations and use them to review and revisit ideas 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] 3. Learn about great artists, architects and designers in history.