Christ the Sower Ecumenical Primary School



Art and Design

The Christ the Sower Primary School Vision

At Christ the Sower Ecumenical Primary School we provide the **'good earth'** for **all** our children to flourish and achieve their **full potential**; so that every child can learn and explore who they are created to be. With the **highest of expectations**, we, individually and collectively, will **care for**, **nurture and develop** each and **every child**.

A loving place where we all care, learn and grow together.

Understanding Different Types of Knowledge in Art



Substantive Knowledge (know that...)

Substantive knowledge is the subject-specific content of art and design which is taught through research and practice. Substantive knowledge covers a range of topics including History of Art and Modern Art Practice. Substantive knowledge can broadly be defined by art movements, knowledge of artists and artistic disciplines. The substantive knowledge of Art and Design is outlined in the National Curriculum. At CTS, our substantive knowledge is progressive; built upon year after year through procedural knowledge and complimented by the learning of disciplinary knowledge.

Disciplinary Knowledge (know that because...)

The disciplinary knowledge of Art and Design incorporates the discrete artist skills and techniques (components) which are explicitly taught in reference to the principles of Art and Design. Disciplinary knowledge also refers to contextual studies of specific artists and artworks and the language of art in which we use to analyse and discuss Art and Design. Disciplinary knowledge is broken down into components that culminate together to create a composite outcome. 'Broadly, disciplinary knowledge introduces pupils to specialized forms of knowledge, modes of thought and experience which are the symbolic products of past human endeavours to better know the world and the people in it.' (Cuthbert and Standish 2021)

Procedural knowledge (know how...)

Procedural knowledge is the understanding of how art is made. It is its journey from research, to ideas, to practise, making, presenting, and evaluating. Procedural knowledge teaches children how to approach the learning of art and design and the stages they much go through in order to create an effective and informed creative artwork. Procedural knowledge is represented by the stages of 'visual literacy', 'generating ideas', 'create' and 'present'.

- Visual Literacy: The study of art history, art theory, specific artists and historical, social and economic contexts.
- Generating ideas: The opportunity to use mediums and materials, explore material properties & uses, and the chance to develop skills & ideas through practical approaches.
- Create: Invitation to plan creatively, make outcomes using original ideas, and the opportunity to adapt, refine and change creative outcomes.
- Present: The chance display and talk about our own creations and engage in critical discussions about own work and the work of our peers



Natio	National Curriculum Programmes of Study and EYFS Framework										
Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6					
 Development Matters 4-5 Years: Explore, use & refine a variety of artistic effects to express their 	1.To use a range to designand r	of materials creatively nake products	1. To create sketch k review and revisit i		heir observations a	nd use them to					
 ideas and feelings. Return to & build on their previous learning, refining ideas & developing their ability to 		, painting and sculpture to nare their ideas, nd imagination	 2. To improve their m drawing, painting pencil, charcoal, p 3. To learn about gre 	and sculpture wi paint, clay]	th a range of mater	ials [for example,					
 represent them. Create pictures/collages using a range oftechniques. Create collaboratively, sharing ideas, resources and skills 	design techniq	ride range of art and ues in using colour, e, line, shape, form and	s. To loan about gre	ar anisis, archite		in history					
ELG 16a: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function ELG 16b: Share their creations, explaining the process they have used ELG 16c: Make use of props and materials when role playing characters in narratives and stories.	artists, craftma describing the similarities betv	the work of a range of kers and designers, differences and veen different practices , and making links to their									



	Substantive Knowledge										
Year R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6					
 Recognise that their ideas can be expressed in art work Create freely to record their ideas Recognise some key art works and artists 	 Recognise that ideascan be expressed in artwork Create and explore with an open mind Use contextual knowledge as a stimulus for creativity Create original outcomes 	 Use contextual knowledge as a stimulus for creativity, making links between own work and the work of others Try out different activities and make sensible choices aboutwhat to do next Use sketchbooks to record ideas and experiences. Create original, knowledge informed outcomes 	 Gather and review information, references and resources related to their ideas and intentions Use a sketchbook for different purposes, including recording observations, planning and shaping ideas. Create original, knowledge informed outcomes. Analyse and evaluateown artwork and the 	 Select and use relevant resources and references to develop their ideas Use sketchbooks purposefully to improve understanding, inform ideas and plan for an outcome. Create original, knowledge informed outcomes Analyse evaluate 	 Engage in open- endedresearch and exploration in the process of initiating and developing their own personal ideas. Confidently use sketchbooks for a variety of purposes including recording observations; developing ideas; testing materials; planning/recor d information 	 Independently develop a range of ideas which show curiosity, imagination and originality Systematically investigate, research and test ideas and plans using sketchbooks and other appropriate approaches Create original, knowledge informed outcomes 					
		outomes	work of others	artwork and the work of others	 Create original, knowledge informed outcomes Analyse and evaluate own artwork and the work of others Understand that artwork is made for apurpose 	 Analyse and evaluate own artwork and the work of others, makinglinks and comparisons. Understand that artwork is made for apurpose and has a specific audience 					



	Procedural Knowledge								
	Year R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Visual Liferacy	 Know that art comes in many forms. Know that artists have different styles. Demonstrate preferences for a particular artist or artform 	 Reflect upon the artists' work, and share your response verbally ("I liked") Know how to recognise and describe some simple characteristics of different kinds of art, craft, and design 	 Reflect upon the artists' work, and share your response verbally ("I liked") Understand artists taketheir inspiration from around them, collecting and transforming. Know that different forms of creative works are made by artists, craftspeople and designers, from all cultures and times 	 Know about and describe the work of some artists, craftspeople, architects and designers Reflect upon the artists' work, and share your response verbally ("I liked I didn't understand it reminded me of") To understand that visual artists look to other artforms for inspiration. Understand artists often collaborate on projects, bringing different skills together. Deconstruct and discuss an original artwork, using the sketchbooks to make visual notes to nurture pupils own creative response to the work 	 Know about and describe some of the key ideas, techniques and working practices of a variety of artists, craftspeople, architects and designers that they have studied Reflect upon the artists' work, and shareyour response verbally ("1 liked 1 didn't understand it reminded me of Itlinks to"). Understand artists often collaborate on projects, bringing different skills together. Deconstruct and discuss an original artwork, using the sketchbooks to make visual notes to nurturepupils own creative response to the work 	 Know about and explain the ideas and approaches of various artists, craftspeople, designers and architects, taking account of their particular cultural context and intentions Reflect upon the artists' work, and share your response verbally ("I liked I didn't understand it reminded me of Itlinks to") Understand the processes, intentions an outcome of different artists, using visual notes in a sketchbook to help consolidate and own the learning Deconstruct and discuss an original artwork, using the sketchbooks to make visual notes to nurture pupils own creative response to the work 	 How to describe, interpret and explain the work, ideas and working practices of some significant artists, craftspeople, designers& architects taking account of the influence of the different historical, cultural, social contexts Reflect upon the artists' work, and share your response verbally ("I liked I didn't understand it reminded me of Itlinks to" Understand the processes, intentions an outcome of different artists, using visual notes in a sketchbook to help consolidate and own the learning Deconstruct and discuss an original artwork, using the sketchbooks to make visual notes to nuture pupils' own creative response to the work 		

Generate Ideas	 Explore a range of art techniques: drawing, painting, printing, collage, textiles, 3D work Use a range of materials to craft, build and join] Show interest in the work of others. Copy the work of others 	 Try out a range of materials and processes Show interest in the work of others Know the names of some of the tools, techniques and the formal elements (colours, shapes, etc.) that they use 	 Deliberately choose touse particular techniques Develop and exercise some care and control over the range of materials they use - forinstance, they do not accept the first mark but seek to refine and improve 	• Develop practical skills by experimenting with, and testing the qualities of a range of different materials and techniques.	Investigate the nature and qualities of different materials andprocesses systematically	Confidently investigate and exploit the potential of new and unfamiliar materials (for instance, try out several different ways of using tools and materials that are newto them)	 Independently take action to refine their technical and craft skills in order to improve their mastery of materials and techniques
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	Procedural Knowledge									
	Year R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Create	• Work in a playful , exploratory way	 Work in a playful, exploratory way, responding to a simple brief 	Create with a variety of materials to make an outcome which responds to a loose brief.	 Select, and use appropriately, a variety of materials and techniques in order to create their own work in response to a brief 	 Select, and use appropriately, a variety of materials and techniques in order to create their own work in response to a brief. Apply the technical skills they are learning to improve the quality of their work. (for instance, in painting they select and use different brushes for different purposes) 	 Select, and use appropriately, a variety of materials and techniques to create their own work in response to a brief. Use their acquired technical expertise to make work which effectively reflects their ideas and intentions 	 Select, and use appropriately, a variety of materials and techniques in order to create their own work in response to a brief. Use their acquired technical expertise to make work which effectively reflects theirideas and intentions. Independently select and use relevant processes in order to create successful work. 			



Disciplinary Knowledge										
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Drawing	 Experiment with a range of drawing implements to explore lines (e.g. pencils, crayons, pastels, charcoal, chalk, wax pastels Experiment with line - patterns, dots, and colour Observe and draw from real-life using lines and patterns Draw freely and with pleasure 	Experiment with a range ofdrawing implements to explore lines (e.g. pencils, crayons, pastels, charcoal, chalk, wax pastelsUse and layer a variety of media – 		 Experiment with different grades of pencil; explainchoices about use of media Use different media to achieve variations in line, texture, tone, shape, pattern and colour; identifyand draw the effect of light Use scale and proportion to draw anatomy increasingly accurately, particularly bodies and faces of people Use a sketchbook to research, collect and record 		 Make and explain informed choices about use of media and draw parallels between own drawings and those of other artists (including annotating theart of other people) Draw effect of light on people and objects from different directions and develop the concept of perspective Produce increasingly accurate drawings of people, landscapes and a range of other 3D objects Use a sketchbook to research, collect, record and develop ideas independently, including the use of mixed media 				
Painting	 To begin to understand that tpainting is different to drawing; painting is about covering space and use of colour. Experiment with different paint, brushes andbrush sizes Name colours; begin to mixprimary colours to make others. Begin to paint 'in the style of' key artists 	 Use different pair and shapes; exp tools and techn layering, scrapt sponge brushes Name colours, m colours toobjects experiment with to make shades Begin to work on begin torepreser place or mood u painting techniqu Use a sketchbool developideas 	eriment with iques – e.g. ing through, ix and match s; begin to black and white and tints different scales; at a time, season, sing colour and ues	 Choose paints and implements appropriately and experiment with a wider range of different effects – e.g. layering, scraping, colour blocking, washes, thickening paint, scratching, dotting and splashing Mix colours and know which prime colours make secondary colours; experiment with tone, shade and tint. Work confidently on different scales Use a sketchbook to research, collect and record 		 Test media and materials before independently employing a range of effects, including texture withsand/sar Demonstrate knowledge about primary/secondary colours, warm and cold, complimentary and contrasting colours; create shades independently using black and white; show the effect light and colour, texture and tone on natural and manmadeobjects Create imaginative work from a variet sources and show an awareness painting composition Use a sketchbook to research, coll record and develop ideas independe including the use ofmixed media 				
Printing	 Know that we can make several copies of the same picture; experiment with the relief method Design and build repeated patterns 	 Experiment with p e.g. monopri rubbings, carbon Design and build Use a sketchbo skills andrecordin 	nt, block, relief, printing repeated patterns ok for practising	wider variety of tec screen printing and	ncreasing complexity , shape or recording and	 Choose a taught prin appropriate to the tas techniques; explore two coloured inks Design complex patt repetition and symme Use a sketchbook for developing & evaluat 	ting method sk and explain colour mixing using erns, including using etry recording,			



	Disciplinary Knowledge							
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Mixed Media including collage and textiles	 Begin to explore different textiles; undertake some simple textile weaving and decoration Begin to experiment with a range of tools and joins – e.g.cut, and glue material Make collages using different media – e.g. fabric, plastic, tissue, magazines, crepe paper; cut, tear, join with glue, add marks and add colour to collages to represent an idea 	 Begin to use and explore different techniques – e.g. embroidery, applique, fabric crayons Begin to experiment with different joining techniques – e.g. thread a needle, cut, glue, trimmaterial, stitch and knot Make collages using different media e.g. fabric, plastic, tissue, magazines, crepe paper; cut, tear, join with glue, add marks and add colour to collages to represent an idea Use a sketchbook for practising skills andrecording knowledge 		 3 4 Develop different techniques – e.g. weaving, fabric crayons, embroidery, applique Develop skills in stitching, cutting and joining. Experiment with overlapping and layering in collages, using a range of media – e.g. fabric, plastic, tissue, magazines, crepe paper Collect, refine and alter ideas using sketchbook 		 5 6 Use a wide range of techniques, complimentary/contrasting colours and textures when designing and making, including tie die Choose to join fabrics in different ways – e.g. stitching with different threads and needles appropriate to task, stapling, pinning Use a wide variety of media to independently create a collage, including overlapping and layering; select and use a range of cutting tools; embellish decoratively using more layers of found materials to build complexity to collage Collect, refine, adapt, extend and evaluate ideas 		
3D Form Clay, dough, boxes, wire, paper mache	 Manipulate and explore using modelling materials – rolling, kneading, pressing, pinching Construct three dimensionalshapes by assembling and fixing items (junk modelling) using man-made and naturalmaterials 	 Transform found objects into sculpture, using imagination and construction techniques including cutting, tying, sticking. Think about shape (2d), form (3d), texture, colour and structure. Construct with recycled, natural and man-made materials Use a sketchbook for practising skills and planning a design 		 techniques – Construct using modroc or air dry clay to model characters. Consider form, texture, character, structure. Use an an armature to support the sculpture Cut and join wood with support; make a simple paper mache object using wire or assembled found materials Plan and design in a sketchbook; make 		 Construct with a variety of media, using tools. Think about scale, foreground, background, lighting, texture, space, structure and intention. Use a combination of materials, construction methods and tools. Reflect as part of the process so that you can understand how your intention relates to the reality of what you are building Use recycled, natural and man-made materials to create sculptures with increasing independence; cut and join wood and make a model using plaster or Modroc Plan, design, make and adapt models; evaluate other sculptures 		

Art and Design Long Term Plan									
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Topic 1	Spirals Artist Study – Molly Haslund (Mixed Media – Mark Making)	Explore and Draw Artist Study –Rosie James, Alice Fox (Mixed media – Paint andCollage)	Gestural Drawing with Charcoal (3d effects) Artist study –Edgar Degas, Laura McKendry, heather Hansen (Charcoal)	Storytelling through drawing Artist Study -Shaun Tan, Laura Carlin (sketching)	Typography and Maps Artist study – Grayson Perry, Paula Scher, Chris Kenny (Typography, drawing, collage))	2D drawing to 3D making Artist Study – Lubaina Himid, Clare Harrup (3D form)			
Topic 2	Exploring Watercolour Artist study – Emma Burleigh Watercolor Painting	Exploring Monoprint Artist study –Leonardo Di Vinci, Xgac'o X'are (Printing)	Cloth, Thread and Paint Artist study – Alice Kettle, Hannah Rae (Textiles, painting, sewing)	Exploring Still life Artist Study-Cezanne, Baas Meeuws, Hirasho Sato, Hilary Pecis. (Painting, collage, sketching, relief)	Architecture _ dream Big and Small. Artist Study Shoreditch Sketcher. (3D form – architecture))	Exploring Identity Artist study – Njideka Akunyili Crosby, Yinka Shonibare, Thandiwe Muriu, (Mixed media)			
Topic 3	Making Birds Artist Study – Andrea Butler (3d Form)	Music and Art Artist Study – Kandinsky, Tomoko Kawao (Painting- Mixed Media)	Telling stories through Drawing and Making Artist Study – Sir Quentin Blake, Ibnal Leitner, Rosie Hurley) (sketches/3D form – Modroc/clay)	Structure, Inventiveness, and determination. Artist study – Marcus Coates (3D form, sculpture, drawing, mixed media, collage)	Making Monotypes Artist study – Kevork Mourad (Printing)	Activism Artist study –Faith Ringgold, Shepard Fairey, Luba Lukova. (screen printing, drawing, mixed media)			

