



## **Art and Design Curriculum**

At The Olive School, Hackney, our Art and Design curriculum is designed to equip pupils with a range of artistic skills and contextual knowledge which will enable them to create their own original works of art inspired by successful artists and well-known works of art as well as emerging local artists and creative practitioners. Artistic skills sit at the heart of our curriculum, where core component knowledge in the mediums of drawing, painting, printing, mixed media and 3D form are sequentially built upon within a spiral curriculum. When they leave us, our pupils will have formed a strong foundation of Art and Design skills through mastery of a range of tools and skills which will be built on as they continue their journey as young artists.

We will deliver a knowledge-rich curriculum that:

- Systematically develops drawing, painting, printing, mixed media and 3D form, as per the progression map below.
- Focusses sequences of learning on discrete component skills and applies these to a meaningful composite outcome.
- Ensures children master the use and application of a range of tools and equipment.
- Gives children the opportunity to explore, develop and communicate their personal responses to experiences.
- Teaches pupils how art contributes to our country's history and culture.
- Provides children with knowledge and understanding of historic, modern, and contemporary artists.
- Equips children with an appreciation of art.

Our knowledge-rich Art and Design curriculum is taught according to the following whole school long term plan:

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Autumn</b>	Self-Portraits <i>Artist Study – Deborah Roberts</i> (Mixed Media – collage)	Cubism <i>Artist Study – Picasso</i> (Mixed media – Paint and Collage)	Pop Art <i>Artist study – Patrick Caulfield</i> (Printing)	Street Art <i>Artist Study - Mohammed Ali</i> (Painting- Stencils/ Spray paint)	Pop Art <i>Artist study - Andy Warhol</i> (Printing)	Clay Sculpture <i>Art work study – Terracotta Army- X'ian</i> (3D form)
<b>Spring</b>	Investigating Sculpture <i>Artist study - Barbara Hepworth</i> (3D Form)	Surrealism <i>Artist study – Frida Kahlo</i> (Painting)	Surrealism <i>Artist study – Arcimboldo</i> (Drawing)	Fauvism <i>Artist Study- Matisse</i> (Mixed media – Paper cutting)	Contemporary Art <i>Artist Study Britta Marakatt-Labba</i> (Mixed media - Textiles)	Pop Art <i>Artist study – Richard Hamilton</i> (Mixed media)
<b>Summer</b>	Post - Impressionism <i>Artist Study - Van Gogh</i> (Drawing and Painting)	Abstract Art <i>Artist Study - Beatriz Milhazes</i> (Printing)	Clay Sculpture <i>Artist Study - Alberto Giacometti</i> (3D form)	Modernism <i>Artist study – Anni Albers</i> (Mixed media - Textiles)	Post- Impressionism <i>Artist study - Rousseau</i> (Painting)	Perspective <i>Artist study – Stephen Wiltshire</i> (Drawing)

The detailed, sequential development of art and design knowledge and skills and understanding is carefully mapped out in our art and design progression map, accessible below. This progression map ensures that teachers are supported to plan lessons that include all learners, of all abilities.

Our children are given motivating and inspiring cross-curricular opportunities and special experiences to embed essential learning. This enrichment is an essential element of our Art and Design curriculum offer. For example:

- Working with an artist to develop the school environment.
- Art enrichment clubs (Star Creative)
- Art Galleries

Related documentation:

- [Art Curriculum Plan](#)
- [Art Learning Journey](#)