

AccessArt Split Curriculum



Create Term (summer)

ASH

Rec
(Year A & B)

What Can We See?

Explore careful looking, encourage a creative response and develop dexterity skills

How Can We Build Worlds?

Working in 3D

How Can We Use Our Bodies to Make Art?

encourage pupils to explore how they can engage with the world and explore materials through their bodies and their senses

How Can We Explore Colour?

Develop early knowledge and understanding of colour and colour mixing, but also explore the way colour can make us feel

How Can We Explore Materials And Marks?

Transform surfaces using line, colour and shape

How Can We Use Our Imagination?

encourage and nurture imagination, build confidence in instinct, intuition, sense of self and ability to give an outward form to inner ideas

How Can We Explore 3D Materials?

Open ended exploration of materials using construction and modelling techniques

7 areas to provide open ended, playful exploration of materials, skills and processes to provide a foundation for the AccessArt Primary Curriculum. These do not follow pathways and do not need to be introduced in a particular order. This is a suggestion of how to cover the different elements but is totally flexible to pick and choose from depending on what will be best for the class at any one time.

BEECH Years 1 & 2 (Year A)	<u>Explore & Draw</u> Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.	<u>Simple Printmaking</u> Explore simple ways to make a print. Use line, shape, colour, and texture to explore pattern, sequencing and symmetry. GEOG OR... <u>Inspired by Flora & Fauna</u> Explore how artists make art inspired by flora and fauna. Make collages of Minibeasts and display as a shared artwork. GEOG	<u>Making Birds</u> Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.k
BEECH Years 1 & 2 (Year B)	<u>Gestural Drawing with Charcoal</u> Making loose, gestural drawings with charcoal, and exploring drama and performance.	<u>Exploring the World Through Mono Print</u> Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership.	<u>Stick Transformation Project</u> Explore how you can transform a familiar object into new and fun forms. OR... <u>Music & Art</u> Explore how we can make art inspired by the sounds we hear.
MAPLE Year 2/3 (Year A)	<u>Storytelling Through Drawing</u> Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing.	<u>Expressive Painting</u> 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	<u>Making Animated Drawings</u> Explore how to create simple moving drawings by making paper “puppets” and animate them using tablets.
MAPLE Year 2/3 (Year B)	<u>Exploring Pattern</u> Exploring how we can use colour, line, and shape to create patterns, including repeating patterns.	<u>Working with Shape and Colour</u> “Painting with Scissors”: Collage and stencil in response to looking at artwork.	<u>The Art of Display</u> Explore how the way we display our work can affect the way it is seen. OR... <u>Sculpture, Structure, Inventiveness & Determination</u> What can artists learn from nature? OR... <u>Festival Feasts</u> How might we use food and art to bring us together?

OAK Years 4 & 5 (Year A)	<u>Typography & Maps</u> Exploring how we can create typography through drawing and design and use our skills to create personal and highly visual maps. OR... <u>Telling Stories Through Making</u> Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film.	<u>Cloth, Thread, Paint</u> Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.	<u>Fashion Design</u> Explore contemporary fashion designers and create your own 2d or 3d fashion design working to a brief.
OAK Years 4 & 5 (Year B)	<u>Exploring Still Life</u> Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired artwork.	<u>Mixed Media Land & Cityscapes</u> Explore how artists use a variety of media to capture spirit of the place.	<u>Set Design</u> Explore creating a model set for theatre or animation inspired by poetry, prose, film, or music.
WILLOW Years 5 & 6 (Year A)	<u>Exploring Identity</u> Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait.	<u>Making Monotypes</u> Combine the monotype process with painting and collage to make visual poetry zines	<u>Architecture</u> Explore the responsibilities architects have to design us a better world. Make your own architectural model. OR... <u>Shadow Puppets</u> Explore how traditional and contemporary artists use cut-outs and shadow puppets.
WILLOW Years 5 & 6 (Year B)	<u>Brave Colour</u> Exploring the work of installation artists who use light, form, and colour to create immersive environments. Creating 2 d or 3d models to share our vision of imagined installations with others	<u>2D Drawing to 3D Making</u> Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	<u>Take a Seat</u> Explore how craftspeople and designers bring personality to their work.