Art Route Planner

Introduction to Curriculum Route Planners

Route Planners outline the Key Stages 1-3 curriculum to be taught within each campus of the Bury St Edmunds All-Through Trust. Each Route Planner has been designed to take into account both the new Primary Curriculum and the new GCSE specifications so that pupils' learning progresses seamlessly from ages 4 to 16 and prepares them thoroughly for the modern world and for the values which are fundamental to life in modern Britain.

Route Planners have been created for all core and foundation subjects. They have been written by Curriculum Development Teams, comprising subject leaders from each Trust campus.

The purposes of the Route Planner are to ensure coherence of curriculum across the Trust, to provide a framework for subject leaders to develop Schemes of Work, and to provide parents with information on what children will learn during each year of their education.



	Assessment Objectives		Suggested learning activities and materials	
Years 1-4 Lower Phase	 guide teachers in the developme To use a range of materials To use drawing painting and To develop a wide range of and space about the work of To recognise and describe to making links to their own weights 	creatively to design and make products. d sculpture to develop and share their ideas art and design techniques in using colour, f a range of artists, craft makers and design he differences and similarities between diff ork	 Dry drawing materials; pencil, pencil crayons, chalk pastels, wax crayons, felt tip pens, charcoal (drawing in various qualities of line, shading, blending and modelling tone and making rubbings) Wet materials; ready mixed paint and block paints, PVA glue, clay and modelling dough (Using brushes and other tools to apply paint, blend paint, mix colours; using modelling tools and their hands to model clay and or dough into a variety of forms; applying and pasting glue to make collages and or mixed media pieces) 	
Year 5	 <i>Technique and Skills</i> Refine control of techniques. Experiment with materials. Develop the use of tones whilst drawing. Create a 3d sculpture from 2d drawings. 	 Observation and Evaluation Increase awareness of art, craft and design. Record observations using a sketch book. Evaluate and review work to identify progress. Be able to work collaboratively. Enable progression of ideas to create a finished art wall. 	 Contextual Understanding Understand the historical context of art work. Develop an understanding of artists' life and work. 	 Dry materials as above plus oil pastels, charcoal pencils and watercolour pencils. (manipulating lines, blending, shading a full range of tone, modelling using cross-hatching, tonal gradations and drawing textures) Wet materials; as above plus printing ink, brush inks or fabric dyes, glaze and acrylic paints. (relief printing, fabric printing and dyeing ; Tint, Scraffito, Impasto and decorative painting methods; coil, slab and modelling techniques in clay)
Year 6	 Apply knowledge of technique. Experiment with material with increased confidence. 	 Create sketchbooks to record observations Evaluate work and review their own work and that of other artists Enable progression of ideas to 	 Understand the historical context of art work. Develop an understanding of artists' life and work. 	• As above



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	 Develop skills of 3D drawing using varied tones. Create 3D forms from 2D drawing. Understand, and work using, different painting techniques. 	create a finished <i>artwall</i>		
Year 7	 Be able to develop creativity and ideas Develop an understanding of artists, architects, designers and crafts people and their work. Develop drawing skills through pattern and tone Engage with a more advanced range of techniques and materials Transfer skills from 2D to 3D. 	 Review and refine their own progress in given techniques and materials use sketch books to document and record process using subject specific vocabulary Show the ability to work in collaboration with others 	- Document a growing appreciation of historical context in relation to specific artists	 Dry drawing materials as above plus: drawing pens, drawing ink (full tonal and textured drawings including figurative tonal modelling, proportion and perspective) Wet materials as above plus: oil based ink, wax for batik Glaze under-glaze and varnish. Mod-rock and plaster for modelling in 3D
Year 8	 Develop the use of tone, pattern and texture in recording from observation explore material through experimentation Transfer skills from 2D to 3D. Gain experience in the use of colour 	 Develop independence in their creative thinking responding to a given theme Research, record and develop ideas using technology Develop a confident ability to communicate a personal response Be proficient in the organisation and use of a sketch book Show the ability of working in collaboration with others Evaluate outcomes 	- Place artists within a social and historical context.	• As above



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