


AccessArt Curriculum at Northbourne CE Primary School Cycle B			
	Autumn Term	Spring Term	Summer Term
<p>Willow Class</p> <p>See AccessArt Early Years Exemplar Plan</p>	<p><u>Exploring and using media and materials</u> Early Learning Goal: Children develop their own ideas through selecting and using materials and working on processes that interest them. Through their explorations they find out and make decisions about how media and materials can be combined and changed.</p> <p><u>Being imaginative</u> Early Learning Goal: Children talk about the ideas and processes which have led them to make designs, or images. They can talk about features of their own and others' work, recognising the differences between them and the strengths of others.</p> <ul style="list-style-type: none"> • I know the names of different drawing tools, including chalk, crayons, and pencils. • I know that you can create straight, wavy, zig zag, dotted and curly lines. • I know that shapes can be represented through drawings e.g. a circle to show the head of a person. • I know that you can use different tools including paintbrushes, feathers, leavers, string and my hands to give different effects. • I know that a collage uses lots of different materials. • I know that some materials (such as paper and tissue) can be torn and some (such as fabric) cannot. • I know how to hold a pair of scissors correctly. • I know that different materials have different textures. • I know that mixing: red and yellow makes orange; red and blue makes purple; blue and yellow makes green. • I know that mixing black and white makes grey. The more black paint you use, the darker the grey will be. The more white you use, the lighter the grey will be. • I know that different artists have different styles. • I know that marks are created by pushing down. • I know that tracing over lines makes them darker. • I know that larger tools create thicker lines. • I know that some materials can change shape (such as cardboard, paper, playdough) and some cannot (such as plastic Lego, wood). • I know that some objects leave marks e.g. hand prints, spongers, fruit and vegetables. • I know that you can print on different materials e.g. paper, playdough, mud. • I know that printing can create a repeating pattern. • I know that you can show the texture of an object through rubbing a crayon on paper on top of the object. 		
Beech Class	<p>Spirals Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.</p> <ul style="list-style-type: none"> • 	<p>Simple Printmaking Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.</p> <ul style="list-style-type: none"> • 	<p>Playful Making Exploring materials and intention through a playful approach</p> <ul style="list-style-type: none"> •

Key Vocabulary			
Artists			
Maple Class	<p><u>Explore & Draw</u> Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.</p>	<p><u>Be an Architect</u> Exploring architecture and creating architectural models.</p>	<p><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 abstract still life's.</p>
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Hazel Class	<p><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.</p>	<p><u>Exploring Still Life</u> Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.</p>	<p><u>Festival Feasts</u> How might we use food and art to bring us together?</p>
Key Vocabulary			
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Oak Class	<p><u>Fashion Design</u> Explore contemporary fashion designers and create your own 2d or 3d fashion design working to a brief.</p>	<p><u>Activism</u> Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.</p>	<p><u>Brave Colour</u> Exploring how artists use light, form and colour to create immersive environments.</p>
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