

stmary's Art Curriculum (based on AccessArt) Access Art

	Autumn Term Drawing & Sketchbooks	Spring Term Surface & Colour	Summer Term Working in Three Dimensions
Year I	Spirals Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.	Simple Printmaking Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.	Making Birds Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.
Year 2	Explore & Draw Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.	Expressive Painting Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark making to create abstract still lifes.	Be An Architect Exploring architecture and creating architectural models.
Year 3	Gestural Drawing with Charcoal Making loose, gestural drawings with charcoal, and exploring drama and performance.	Working with Shape and Colour "Painting with Scissors": Collage and stencil in response to looking at artwork.	Making Animated Drawings Explore how to create simple moving drawings by making paper "puppets" and animate them using tablets.
Year 4	Storytelling Through Drawing Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing.	Exploring Still Life Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.	Sculpture, Structure, Inventiveness & Determination What can artists learn from nature?
Year 5	Typography & Maps Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.	Mixed Media Land & City Scapes Explore how artists use a variety of media to capture spirit of the place.	Architecture: Dream Big or Small? Explore the responsibilities architects have to design us a better world. Make your own architectural model.
Year 6	2D Drawing to 3D Making Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	Activism Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.	Brave Colour Exploring how artists use light, form and colour to create immersive environments.