

The Nethersole C of E Academy

Art and Design Curriculum

Jesus said, 'You're here to be light, bringing out the God-colours in the world.' Matthew 5:16
(The Message)



The Nethersole
C of E Academy and Nursery



The Nethersole CofE Academy Vision and Values

'Let Your Light Shine'

Our Christian Vision for everyone to be unique shining lights in God's world is illuminated by our biblically based **Christian Values** that we learn to radiate in our daily lives - in our attitudes, relationships, behaviour, choices and decisions.

Hope



Community



Dignity and Respect



Forgiveness



Wisdom



Thankfulness



Intent

Our curriculum intent at The Nethersole CofE Academy is to provide a broad, exciting, and challenging curriculum of the highest quality for the children in our care; encouraging, motivating and ensuring all children develop a love of learning, to achieve their full potential.

Implementation

Our curriculum will be implemented through knowledge-led experiences, enabling the children to increase their knowledge, learn and master new skills and therefore, deepen their understanding in a wide range of subjects.

Impact

The impact of this broad, exciting, and challenging curriculum is to inspire and motivate the young people in our care to become lifelong learners. We also provide a Christian community to enable all to value faith. All pupils are encouraged to be proud of their own culture, religion and language and show respect to those of others.

To be light (living in our community and reaching out beyond it) bringing out the God-colours in the world.'

Jesus said, 'You're here to be light, bringing out the God-colours in the world.' Matthew 5:16

Our Vision

The Nethersole Church of England Academy Primary School and Nursery has a Christian foundation that inspires its life and work. Following the teaching of Jesus, we accept the challenge - 'to be light [living in our community and reaching out beyond it], bringing out the God-colours in the world.' Matthew 5:16

At the heart of our school is the belief that everyone is a child of God, fearfully and wonderfully made in his image. Our work therefore is to nurture and love every individual, child and adult, to find and develop their gifts, overcoming barriers and growing in confidence to **flourish** - to let their light shine as the very best God version of themselves. Effective teaching and learning underpin this. We wish to inspire everyone to take responsibility for creation, civilisation, and the well-being of each other, embracing and treasuring our differences.

Our Christ led vision is for a world of justice, respect, and love, and of people who are not afraid to love and sacrifice themselves for others. Our inspiration is Jesus, who loves us in sacrifice, forgives us and reminds us that we each have something special to do to bring out the God colours of the world. We believe that there is a space for everyone to shine brightly and differently and that this adds to the richness of our school family, our community and the wider world.































Art and Design Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Art and Design	Design and Technology	Art and Design	Design and Technology	Art and Design	Design and Technology
EYFS	Painting and Mixed Media Paint My World	Structures Junk Modelling/Boats	Craft and Design Let's Get Crafty Sculpture and 3D: Creation Station Delivered in Forest School	Cooking and Nutrition Soup	Drawing Marvellous Marks	Textiles Bookmarks DT: Seasonal Projects A&D: Seasonal Crafts as and when relevant throughout the year.
Year 1/2 Cycle A	Painting and Mixed Media Colour Splash	Structures Constructing a Windmill	Craft and Design Map it Out	Cooking and Nutrition Smoothies	Drawing Tell a Story	Mechanisms Fairground Wheel
Year 1/2 Cycle B	Drawing Make your mark	Structures Baby Bear's Chair	Sculpture and 3D Clay houses	Textiles Puppets	Sculpture and 3D Paper Play	Mechanisms Making a moving monster
Year 3/4 Cycle A	Painting and Mixed Media Prehistoric Painting	Structures Constructing a Castle	Craft and Design Fabric of Nature	Cooking and Nutrition Eating Seasonally	Drawing Power Prints	Mechanisms Pneumatic Toys.

Year 3/4 Cycle B	Drawing Growing Artists	Structures Pavilions	Sculpture and 3D Abstract shape and Space	Textiles Egyptian Collars	Sculpture and 3D Mega Materials	Mechanisms Making a sling shot car
Year 5/6 Cycle A	Painting and Mixed Media Portraits	Structures Bridges	Craft and Design Photo Opportunity	Cooking and Nutrition Developing a Recipe	Drawing Make my Voice Heard	Mechanisms Automata toys.
Year 5/6 Cycle B	Drawing I need Space	Structures Playgrounds	Sculpture and 3D Interactive installation	Textiles Waistcoats	Sculpture and 3D Making Memories	Mechanisms Pop up book

- Additional Paint and Mixed Media unit to be added in Cycle B.

Art and Design Long Term Plan with Values

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Art and Design	Design and Technology	Art and Design	Design and Technology	Art and Design	Design and Technology
EYFS	Painting and Mixed Media <i>Paint My World</i> 	Structures Junk Modelling/Boats 	Craft and Design Let's Get Crafty  Sculpture and 3D: Creation Station Delivered to Forest School	Cooking and Nutrition Soup 	Drawing Marvellous Marks 	Textiles Bookmarks DT: Seasonal Projects A&D: Seasonal Crafts as and when relevant throughout the year.
Year 1/2 Cycle A	Painting and Mixed Media <i>Colour Splash</i> 	Structures Constructing a Windmill 	Craft and Design Map it Out	Cooking and Nutrition Smoothies 	Drawing Tell a Story 	Mechanisms Fairground Wheel 
Year 1/2 Cycle B	Drawing Make your mark 	Structures Baby Bear's Chair 	Sculpture and 3D Clay houses 	Textiles Puppets	Sculpture and 3D Paper Play	Mechanisms Making a moving monster
Year 3/4 Cycle A	Painting and Mixed Media <i>Prehistoric Painting</i> 	Structures Constructing a Castle 	Craft and Design <i>Fabric of Nature</i> 	Cooking and Nutrition Eating Seasonally 	Drawing Power Prints 	Mechanisms Pneumatic Toys 
Year 3/4 Cycle B	Drawing Growing Artists 	Structures Pavilions 	Sculpture and 3D Abstract shape and Space 	Textiles Egyptian Collars	Sculpture and 3D Mega Materials	Mechanisms Making a sling shot car
Year 5/6 Cycle A	Painting and Mixed Media Portraits 	Structures Bridges 	Craft and Design Photo Opportunity	Cooking and Nutrition Developing a Recipe 	Drawing Make my Voice Heard 	Mechanisms Automata toys. 
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Definition

What is Art and Design?

EYFS Definition – Art and Design is primarily delivered through the Expressive Arts and Design area of learning. Art in EYFS is about encouraging young children to explore their creativity and express themselves through a variety of materials, colours, textures, and techniques. It supports the development of fine motor skills, imagination, and emotional expression. Through drawing, painting, modelling, and mark-making, children learn to communicate ideas, experiment with visual elements, and enjoy the process of creating.

KS1 Definition - Art and Design in Key Stage 1 enables pupils to use a range of materials creatively to design and make products. Children develop their skills in drawing, painting, and sculpture, exploring colour, pattern, texture, line, shape, form, and space. They learn to share their ideas, experiences, and imagination through art and design, and begin to evaluate their own work and the work of others. Pupils also learn about the work of a range of artists, craft makers, and designers, using this knowledge to inspire their own creations.

KS2 Definition - Art and Design in Key Stage 2 enables pupils to develop their techniques and control when using a range of materials creatively. They improve their mastery of art and design through drawing, painting, and sculpture, using a variety of materials. Pupils learn to evaluate and analyse creative works using the language of art, craft, and design. They also study the work of great artists, architects, and designers in history, using this knowledge to inspire and inform their own creations.

Art and Design overview adapted from the NC Purpose & Aims

Art, craft, and design represent some of the most profound expressions of human creativity. A high-quality art and design education should inspire, engage, and challenge pupils, giving them the knowledge and skills to experiment, invent, and create their own works. As they progress, pupils should develop critical thinking and a deeper understanding of art and design. They should also appreciate how these disciplines reflect and shape history, while contributing to the culture, creativity, and prosperity of our nation.

The **National Curriculum** for Art aims to ensure that all pupils:

- ✓ Produce creative work, exploring their ideas and recording their experiences
- ✓ Become proficient in drawing, painting, sculpture and other art, craft and design techniques
- ✓ Evaluate and analyse creative works using the language of art, craft and design
- ✓ Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Whilst studying Art and Design in KS1 and KS2, children will:

Key stage 1 Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Key stage 2 Pupils should be taught:

- to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.
- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

Art and Design Threads / Key Concepts –

The art and design scheme is structured with five strands that run throughout. These strands are the foundation of the curriculum encouraging balanced coverage of Art and Design. Each strand is developed through each unit in a spiral approach where learning is revisited and built upon with increasing levels of complexity.

- **Generating ideas:** Fostering creative thinking and initial concept development.
- **Using sketchbooks:** Emphasising sketchbooks as vital tools for recording observations, planning, and revisiting ideas.
- **Making skills (including formal elements):** Developing practical expertise in art techniques, encompassing drawing, painting, sculpture and craft and design. This includes a focus on formal elements of art, such as line, shape, and colour.
- **Knowledge of artists:** Introducing pupils to a diverse range of artists, architects and designers, building their understanding of art history.
- **Evaluating and analysing (Disciplinary Knowledge):** Equipping children with the vocabulary and critical thinking skills to discuss and appraise artworks, including their own. It develops pupils' ability to articulate what art *is*, *why* it exists, and *how* it communicates.

Each strand is intentionally interwoven throughout the scheme, reinforcing the idea that these elements are not taught in isolation but work together to support holistic learning.

Units in each phase are organised into four core areas:

- Drawing
- Painting and mixed-media
- Sculpture and 3D
- Craft and design

Disciplinary Concepts

Disciplinary Knowledge Across KS1 & KS2: (Thinking like an artist/critic)

KS1:

- Pupils begin to ask and answer simple questions: What is art? Why was this made?
- Basic discussion of artwork using art-specific language.
- Reflect on their own work and that of others using fundamental evaluative terms.

KS2:

- Pupils explore deeper interpretation: analysing purpose, audience, and emotional impact of artworks.
- Use of focused vocabulary and critical language to evaluate techniques, meaning, and compositions.
- Integration of disciplinary analysis into ongoing units—linking it with sketchbook development and idea evolution.

Key Areas of Knowledge

Drawing

- KS1: Introduces line, shape, tone, texture, and simple observational drawing.
- KS2: Develops shading, perspective, proportion and botanical detail.

Painting & Mixed Media

- KS1: Teaches primary/secondary colours, colour mixing, printing techniques and textured collage.
- KS2: Explores advanced colour mixing, light/dark effects, textured papers, prehistoric and historical painting styles.

Sculpture & 3D

- KS1: Combines paper crafting methods such as rolling, folding, scrunching.
- KS2: Moves to constructing 3D forms, clay modelling, abstract shapes, and joining structures.

Craft & Design

- KS1: Introduces weaving, wool wrapping, material selection, and resilience in making.
- KS2: Incorporates purposeful design briefs—e.g., Egyptian scrolls, photography.



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