



ART CURRICULUM FRAMEWORK
DUNTON BASSETT & CLAYBROOKE PRIMARY SCHOOLS

Art Curriculum Framework		Big Ideas and Concepts of Art 'Every human is an artist.' Don Miguel Ruiz			
		Aims The Art curriculum at Dunton Bassett and Claybrooke Primary Schools aims to ensure that all pupils:			
		Creativity	Exploration of media	Evaluate and Analyse	Significant Artists
		Express their ideas and explore ways to achieve it Choose suitable effects for the desired outcome	Know there are 6 different mediums that can be used Know the different effects that can be created using the different mediums Know the different ways of using the different media	Identify what techniques have been used Make links between own work and artist's work Communicate their own opinions about their work and others'	Know well known artists for specific media Know key facts about the artist and their influence Know what techniques were used and what effects they made.
Key Threshold Concepts	Upper Key Stage 2 (Y5,6)	Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. Question and make thoughtful observations about starting points and select ideas to use in their own work. Experiment, develop and annotate different techniques and skills in a sketchbook.	See skills progression document	Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. Adapt their work according to their views and describe how they might develop it further. Annotate in a journal	Explore the roles and purposes of artists, craftspeople and designers in different times and cultures, and the historical and cultural development of their art forms.
	Lower Key Stage 2 (Y3,4)	Select and record from first hand observation, experience and imagination. Make thoughtful observations about starting points and select ideas to use in their own work. Experiment and annotate different techniques and skills in a sketchbook.	See skills progression document	Compare their own and others' work and say what they think and feel about them. Describe how they might develop their work further. Annotate in a journal	Explore the roles and purposes of artists, craftspeople and designers in different times and cultures.
	Key Stage 1 (Y1,2)	Record and explore ideas from first hand observations. Ask and answer questions about the starting points for their work Develop their ideas - try things out, change their minds. Experiment different techniques and effects in a sketchbook.	See skills progression document	Review what they and others have done and say what they think and feel about it. Identify what they might change in their current work or develop in future work.	Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.
	EYFS	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	See skills progression document	Talk about art work they produce, including initial ideas, how they produced it and how they feel about their finished pieces.	Recognise particular pieces of artwork and the artist that produced them.

