



TEACHING ART AT POPS

Art Overview

INTENT

At Poppleton Ousebank we endeavour to provide a curriculum built upon our vision to 'capture the imagination of young minds' where every child shines with possibility. Art is a subject that stimulates creativity and imagination. We aim to deliver a curriculum that is broad and balanced, that makes clear, relevant links for the pupils, amongst their cross-curricular learning in other key areas.

A high-quality Art and design education engages, inspires and challenges pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of Art. Our intent is therefore to help pupils develop skills, talents and interests that may engage and inspire them and cultivate a passion that has a role in their future.

At Poppleton Ousebank, we want children to love their learning and Art is a subject where we recognise that children gain confidence and self-esteem when involved in an Artistic process.

Our intent is to provide learning opportunities that enable pupils to:

- Acquire a range of skills and understanding that give children confidence to select, explore and experiment with a range of different media.
- Become progressive and proficient within the key processes of Art, such as drawing, painting, printing and sculpting.
- Learn about and use a range of visual elements in their work such as line, colour, shape and texture.
- Acquire and develop a knowledge of different Artists, analysing their work using the language of Art to help inspire their own work.
- Develop powers of observation.
- Create inventive work that explores their ideas, develops preferences and records their experiences in order to have the confidence to create a final piece that captures their own personal thoughts and creativity.
- Learn about the world we live in and how Art reflects and shapes our history and cultural development.

IMPLEMENTATION

At Poppleton Ousebank, Art is taught in every year group by the children's own class teacher. Art lessons take place every week during the term. Every child works in a sketchbook and this is something that our pupils have ownership of. This allows children to explore techniques and ideas with a freedom to foster their sense of creativity. Teachers in each Key Stage follow a clear progression of skills and knowledge to ensure the children are challenged and given the opportunity to build upon prior learning.

The intention at Poppleton Ousebank is not to produce 30 pieces of Art that are the same, but instead, for children to explore a range of techniques and mediums before making decisions to create their final piece. In this way, children are focused on their own progress, evaluating their work, learning from their mistakes and develop the skills required to be an Artist. This is why children at Poppleton Ousebank enjoy Art and reflect positively on both their learning.

Within each year group, pupils are:

- Introduced to their art topic through cross curricular links to enable them to create their own 'mood board'.
- Given the opportunity for initial sketching and pencil practice.
- Tasked to carry out an artist study where they will observe and learn about specific artists and their work.
- Encouraged to make comparisons, analyse and evaluate, focusing on visual elements and processes carried out.
- Taught how to use subject-specific vocabulary where they make reference to the materials and techniques used, as well as colour, pattern, texture, line, shape, form and space.
- Provided with the opportunity for the exploration of medium, techniques and ideas linked to Artists' work
- Given time to learn the skills of an artistic process and plan how to use this in their own work.
- Able to create a final piece that demonstrates each child's own creativity and imagination.
- Encouraged to carry out a self-reflective evaluation of their work, sharing their opinions and discussing what will improve their own practical work.

EYFS

Expressive arts and design is one of the seven areas of the Early Years Foundation Stage and is used to develop a child's imagination, creativity and their ability to use media and materials. Drawing is one of the six areas of artistic experience that is available to children within the Early Years Foundation Stage, the others being painting, collage, 3D and printmaking. Children have opportunities to articulate their creative thinking, and by engaging them in conversation, practitioners help make their thinking visible as well as exploring different skills and materials. Early Years is where the love of art begins.

Learning focus	Key Stage1	Lower Key Stage 2	Upper Key Stage 2
To develop ideas	Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.	Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language.	Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses Comment on artworks with a fluent grasp of visual language.
To take inspiration from the greats (classic and modern)	Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create a pieces	Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others,	Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influenced in both society and to other artists. Create original pieces that show a range of influences and styles.
To master techniques in DRAWING	Draw lines of different sizes and thicknesses. Colour own work neatly following lines and in the same direction. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils.	Use different hardnesses of pencils to show line, tone and texture. In sketchbooks, annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber for mistakes) Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture. Zentangle to develop pattern	Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight) Use a choice of techniques to depict movement, perspective, shadows and reflection. Choose a style of drawing, suitable for the work (e.g. realistic or impressionistic) Use lines to represent movement. Zentangle to develop pattern and shade

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To master techniques in DRAWING with different mediums	Using crayons and coloured pencils, experiment with: <ul style="list-style-type: none"> • Pressure – heavy, light and graduating. • Dots and lines • Shading using different tones of colour • Layering colours 	Using chalk pastel and watercolour pencils to: <ul style="list-style-type: none"> • Hatch and cross hatch • Layer colour • Shading using different tones of colour • Blending • Graduating with colour 	Using charcoal, ink and oil pastel to: <ul style="list-style-type: none"> • Highlight and shade • Feather, use a range of small and side strokes • Layer colour • Blend using pressure and colour • Burnish – using a rubber to blend

<p>To master techniques in PRINTING</p>	<p>Create repeating patterns with shapes, fruit, vegetables, sponges. Explore using a range of objects e.g. toilet rolls, leafs, bubble prints, bottle caps, cotton reels etc Overlap prints and explore using colour. Press, roll, rub and stamp to make prints using paint and crayons.</p>	<p>Make relief printing blocks using Styrofoam, cardboard and string Rotate prints and use colour to create patterns. Experiment with colour by mixing tones and shades to graduate Create rubbings using crayon and print over the top Use printing to cover books, paper for collage, sketchbook pages.</p>	<p>Make lino prints/jelli prints Explore positive and negative prints Build up layers of colours and patterns Create an accurate pattern, showing fine detail Print on paper, fabric, wood Use printing as a base for artwork or to print on top of mixed medium pieces Print using inks and paints</p>
<p>To master techniques in PAINTING</p>	<p>Use thick and thin brushes to create pictures– allow children to choose their colours, size of paper and brushes. Mix primary colours to make secondary Add white to make tints and black to make tones Create colour wheels Learn how to thin paint with water, clean brushes. Explore painting in different directions. Wax resist paintings Painting with ear buds</p> <p>Watercolour pencils Powder paints Block paints Ready mix</p>	<p>Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively Use watercolour paints to produce washes for backgrounds then add effects and detail using techniques such as:</p> <ul style="list-style-type: none"> • Wet into wet • Wet on dry paper • Adding salt • Using cling film to move the paint • Splatter effects • Blow painting 	<p>Sketch lightly before painting to combine line with colour. Create a colour palette based upon colours observed in the natural or built world. Use the qualities of watercolour and acrylic paints and techniques to create visually interesting pieces with texture such as:</p> <ul style="list-style-type: none"> • Drybrush • Washing • Tapping, stippling and lifting • Dragging • Splattering • Dabbing • Palette knife • Resist using oil pastels

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To master techniques in PAINTING - continued		<p>Use the backgrounds to draw or paint on. Spray painting and blow painting Experiment with creating mood with colour.</p> <p>Marbling – paper for backgrounds, collage</p>	<p>Utilise a range of techniques for building a painting e.g underpainting, glazing, layering, blending, blocks of colour, printing underneath and on top.</p> <p>Combine colours, tones and tints to enhance the mood of a piece.</p> <p>Develop a personal style of painting, drawing upon ideas from other artists.</p>
To master techniques in COLLAGE	<p>Use a combination of materials that are cut, torn and glued Sort and arrange materials to create images Mix materials to create texture</p>	<p>Select and arrange materials for a striking effect Ensure work is precise Use layering, coiling, overlapping, tessellation, mosaic and montage Create own paper colors and textures to use in collage Combine paper collage with drawing and painting, printing and digital media Combine printing on fabric and other textile skills to create different textual effects</p>	<p>Mix textures (rough, smooth, plain and patterned) Combine visual and tactile qualities and previously learned skills. Use ceramic mosaic materials and techniques Combine fabric collage with sewing skills and printing. Decorate fabrics using hot wax and batik, combine with sewing and decoration skills to create a mixed media piece of work.</p>
To master techniques in DIGITAL MEDIA and PHOTOGRAPHY	<p>Take photos of people, places and things. Use photos to tell stories Collect photographs based on colour – scavenger hunts Zoom to fill the frame Zoom to explore texture and pattern</p>	<p>Take photographs of people, places and things Take photos from different perspectives e.g up high, low down, close up, from a distance, shoot from different sides. Edit and crop photos Incorporate photography with another art form e.g drawing</p>	<p>Take photographs of people, places and things Explore colour and black / white, Create mood boards Enhance, crop, adjust, orientate, blur images Incorporate photography into mixed media projects</p>
To master techniques in SCULPTURE	<p>Use a combination of junk to create models</p> <p>Use rolled up paper, straws, paper, and card Use techniques such as folding, tearing, gluing, sticking,</p>	<p>Create and combine 3D shapes to create recognisable forms Use clay and other mouldable materials Add materials to provide interesting detail from a secure base.</p>	<p>Show life like qualities and real-life proportion or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern Combine visual and tactile qualities Use frames (such as wire or moulds) to create stability.</p>

Learning focus	Key Stage1	Lower Key Stage 2	Upper Key Stage 2
To master techniques in SCULPTURE continued	<p>Clay - rolling, cutting, moulding, pulling, pinching and imprinting.</p> <p>Paper sculptures</p> <p>Photograph their skills and annotate in sketchbooks</p> <p>Draw and plan sculpture work in sketchbooks</p> <p>Photograph completed projects and evaluate</p>	<p>Papier mache</p> <p>Use newspaper frames and modroc to create sculptures</p> <p>Clay -,slab, coiling, joining, slip making, smoothing, impression detail</p> <p>Photograph their skills and annotate in sketchbooks</p> <p>Draw and plan sculpture work in sketchbooks</p> <p>Photograph completed projects and evaluate</p>	<p>Use wire, foil and newspaper to build sculptures</p> <p>Recycling modelling – large sculptures</p> <p>Clay – creates holes and hollows, craving details</p> <p>Photograph their skills and annotate in sketchbooks</p> <p>Draw and plan sculpture work in sketchbooks</p> <p>Photograph completed projects and evaluate</p>