

# Sytchampton Art and Design Curriculum Pathway

Secondary School

## Unit 6 Art and Design Skills

Painting – Impressionism  
The work of Edward Hopper

Still Life  
Still Life Composition  
Charcoal Still Life  
Negative Medium Still Life  
Still Life in Colour

## Unit 5 – Photography

Photomontage  
Truisms  
Macro Photography  
Self-Portraits  
Expressions in Photography

## Unit 4 - Make My Voice Heard

**Formal Elements**  
Graffiti Artists' tag  
Kathe Hollwitz (Halo and Chiaroscuro Techniques)  
Pablo Picasso

**Sculpture**  
Creating a Fourth Plinth for Trafalgar Square

UKS2  
B

## Unit 1 - Architecture

**Formal Elements**  
House Drawing  
House Monoprints  
Hundertwasser House  
Be an Architect  
Monument Design

**Art and Design Skills**  
Laerning about Artists' work  
A walking line  
Picture the Poet

## Unit 2 - Every Picture Tells a Story (How a range of artists convey important messages)

Banksy, Rorschach, The Front Line (John Singer Sargent), Magdalene Ondundo

## Unit 3 - Marketing and Design

**Formal Elements**  
Packaging (Collage)

**Design For a Purpose**  
What's in a name?  
Adverts

UKS2  
A

## Unit 6 - African Fabrics

**Craft – Wax Print and Weaving**  
Creating mood boards  
Tie Dyeing/Batik  
Paper Weaving  
Weaving Landscapes (using other materials)

## Unit 5 Formal Elements

Shape – seeing simple shapes in objects, geometry  
Tone – The four rules of shading, shading from light to dark

**Art and Design Skills**  
Drawing – my toy (sketching shape and outline)  
Painting – Tints and Shades  
Final Animal Painting

## Unit 4 = Prehistoric Art

Exploring prehistoric Art (purpose of drawings/sense of proportion)  
Charcoal Animals  
Prehistoric Palette (colours and effects using natural materials)

Painting on the cave wall  
Collaborative Class piece creating hand printings onto a textured background

LKS2  
B

## Unit 2 – Sculpture

Archimboldo  
Sokari Douglas Camp  
El Anatsui

## Unit 3 - Every Picture Tells A Story (Interpreting Art)

David Hockey – My Parents  
Paul Rego – The Dance  
Edward Hopper – Table For Ladies  
Pieter Bruegel – Children's Games  
Fiona Rae

LKS2  
A

**Unit 1**  
**Formal Elements**  
Texture – charcoal mark making  
Texture and Pattern – printing, stamp printing, reflection and symmetry, flower of life

**Art and Design Skills**  
Optical Illusions  
Willow patterns  
Still Life  
Painting – Paul Cezanne

## Unit 6 Superheroes

**Formal Elements**  
3D Pencil Drawings  
3D Colour Drawings

**Art and Design Skills**  
Drawing – identifying basic shapes

**Human Form**  
Sculpture and Mixed Media

## Unit 5 Beach Collage

**Formal Elements**  
Making colours, painting with colour

**Art and Design Skills**  
Colour Mixing and Craft  
Foam Printing

**Landscapes: Using different media**  
Composition  
Beach Textures  
Shades and colours of the sea (watercolour)  
Painting Over Texture  
Beach Collage

KS1  
B

## Unit 1 and 2 Clarice Cliff and Kandinsky

**Formal Elements**  
Shape – Abstract  
Compositions (Milhazes)  
Pattern – Repeating Patterns

**Art and Design Skills**  
Printing  
Drawing/Experimenting with media (Kandinsky)

**Craft**  
Clay Tiles/Pots (Clarice Cliff Plates)

## Unit 3 Minibeasts

**Formal Elements**

Texture – Rubbings and Frottage

Sculpture and Collage

## Unit 4

**Formal Elements**

Exploring Line/Making Waves

**Art and Design Skills**

Shading

KS1  
A

## Physical Development

Develop small motor skills so that they can use a range of tools competently, safely and confidently.  
Use core muscle strength to achieve good posture when sitting at a table or sitting on the floor.  
Develop overall body-strength, balance, coordination and agility.

EYFS

## Expressive Arts and Design

Explore, use and refine a variety of artistic effects to express ideas and feelings.  
Return to and build on previous learning, refining ideas and developing ability to represent them.  
Create collaboratively, sharing ideas, resources and skills.