



Art & Design

Year 5-9 – 2025- 2026

Purpose of study

A high-quality Art and Design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, problem solve, invent and create their own works of Art, Craft and Design. As students' progress, they should be able to think critically and develop a more rigorous understanding of Art and Design. They should also know how Art and Design both reflect and shapes their and other cultures history, and contributes to the culture, creativity and ways of seeing, empathizing and understanding our world and others cultures ways of seeing and imagining.

Learners will be actively engaged in a variety of practical projects, the aims of which are to develop the skills for success as outlined below.

Aims

- An ability to record from direct observation, exploring ideas and personal experience
- An ability to identify and solve problems in visual and/or other forms
- An ability to evaluate and analyse creative works using the language of Art, Craft and Design
- Growing independence in the refinement and development of ideas and personal outcomes
- Experience of working in relevant frameworks and exploration of manipulative skills necessary to form, compose and communicate in two and/or three dimensions
- A working vocabulary relevant to the subject and an interest in, and a critical awareness of, other practitioners, environments and cultures
- Investigative, analytical, experimental, interpretative, practical, technical and expressive skills which aid effective and independent learning.

Subject content Pupils should be taught to develop their creativity and ideas, and increase proficiency in their execution. They should develop a critical understanding of Artists, Architects and Designers, expressing reasoned judgments that can inform their own work. Pupils should be taught:

- to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas
- to use a range of techniques and media, including painting to increase their proficiency in the handling of different materials
- to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work

- about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.

Attainment targets

By the end of Middle Years and Key Stage 3, pupils are expected to know, apply and understand the skills and processes specified in their programme of study.

Yearly Overview

Topic	Year 5	Year 6	Year 7	Year 8	Year 9
1	Analytical Observation Drawing	Analytical Observation of Building designs	Quick drawing of Ideas of African tribal masks	Analytical observation Drawing for wet colour culminating in the Cubist style	Analytical Observation for Surrealist compositions
2	Modification of Observation Drawings to Interpretive Art Deco & Art Nouveau	Rules for drawing geometric perspective	Embellishments Specific to a African country or tribe	Using scale and juxtaposition while analytical observation line drawing	Analytical Observation Line drawing
3	Responding to the Natural Environment	Colour Theory and practise	Relief Work (Media: wire; Cardboard; string; masking tape; mud rock	knowledge of the historic inventors and contributors of Cubism	The do's and don'ts of composition arrangements
4	Colour Theory and Practise	Colour theory and tonal value	Wet Colour: Monochromatic Analogous & Complementary Theory & Practice	Using Support Artists as Inspiration and techniques	Compositional Options, i.e., Rule of Thirds, decreasing scale as objects recede in space.
5	Water colour and painting fundamentals	Blending tones and hues	Textural embellishments	Composition techniques Interpretive	Surrealist Support artist Collage
6	Colour Theory in relation to Art Deco and Art Nouveau	Landscape and figurative Studies	Tonal Gradation	Colour theory Swatches	Compositional options in thumbnails
7	2D Architectural drawings	Compositional Dos & Don'ts Landscape and figures	Tonal Gradation	Techniques of blending with wet colour	Final (best of the Options) acrylic: Theory & Practice
8	Blueprint making (adding measurements to 2D drawings)	Up-scaling geometric & biomorphic on T-shirts	Multiple Tonal Gradation blending techniques	Tonal Gradation blending techniques	Final Piece acrylic: Theory & Practice
9	Tab's integration to architectural drawings	acrylic painting imagining a light source	Symbolism and Metaphor which represents a self-identity	Composition: Considering weights: colour and shape	acrylic layering of final piece
10	3D architectural construction	Sketchbook Layout and annotation	Sketchbook Layout and annotation	Sketchbook layout and annotation	Layout, Design-Presentation and annotation