



Bingham Primary School – Art Curriculum

Art Curriculum

The Art and Design curriculum aims to nurture pupils' creativity, imagination and visual literacy, encouraging them to think like artists and designers. The intention is for pupils to develop the confidence to experiment, express ideas and communicate meaning through visual and tactile media. We aim to promote an appreciation of art as a powerful form of human expression, helping pupils to understand its role across different cultures, time periods and creative industries. It encourages children to value originality, take creative risks and reflect critically on their own work and that of others. The curriculum is designed to be both inclusive and ambitious, ensuring all pupils are equipped to enjoy, create and respond to art in meaningful ways.

The curriculum is taught weekly, alternating with Design and Technology every half-term. Every lesson follows a consistent four-part structure:

Recap and Recall, Attention Grabber, Main Event and **Wrapping Up**. Each lesson begins with a **Recap and Recall** activity that revisits prior learning. This reinforces key knowledge, strengthens long-term memory and helps pupils make connections between previous and new learning. The **Attention Grabber** is a brief, engaging activity designed to spark curiosity and introduce the lesson's focus. The **Main Event** forms the core of the lesson, where pupils engage in activities that develop their understanding of the learning objective. This includes a combination of teacher modelling, guided practice, and independent or collaborative tasks that are carefully adapted to support all learners. The lesson concludes with **Wrapping Up**, a reflective activity that consolidates learning. This may involve reviewing the success criteria, discussing key learning points, or applying knowledge in a different context to assess understanding and encourage deeper thinking.

Art and Design lessons incorporate ongoing formative assessment opportunities, including questioning, retrieval practice and interactive activities, enabling staff to assess understanding in real time and adapt teaching accordingly. Each unit also includes an assessment quiz, which allows staff to measure pupils' understanding at key points throughout the unit. These assessment opportunities help gauge how well pupils have retained and applied key Art and Design knowledge and skills over time.

Resources:

Art Curriculum Information	Art and design curriculum information
Progression of Skills and Knowledge	Skills/Knowledge
Vocabulary Progression	Vocabulary
National Curriculum	National curriculum in England: art and design programmes of study - GOV.UK
National Curriculum Mapping	Mapping
Curriculum Overview for Parents/Carers	Parent Overview

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Curriculum Coverage Grid & Planning

	Autumn	Spring	Summer
Year 1	<u>Drawing: Exploring line and shape</u>	Painting: Learning about paint and brush control	<u>Sculpture & 3D: Paper play</u>
Year 2	<u>Drawing: Understanding tone and texture</u>	<u>Painting and mixed media: Colour mixing</u>	<u>Sculpture & 3D: Clay houses</u>
Year 3	<u>Drawing: Developing drawing skills</u>	Painting & Mixed Media: Explore texture with paint & collage	<u>Sculpture & 3D: Abstract shape and space</u>
Year 4	<u>Drawing: Exploring tone, texture and proportion</u>	<u>Painting & Mixed Media: Light and Dark</u>	<u>Sculpture & 3D: Mega materials</u>
Year 5	<u>Drawing: Depth, emotion & movement</u>	<u>Painting & Mixed Media: Portraits</u>	<u>Sculpture & 3D: Interactive installation</u>
Year 6	<u>Drawing: Expressing ideas</u>	Painting: World in watercolour	<u>Sculpture & 3D: Making memories</u>