



Art Curriculum Overview: Cawston Primary Academy



Years R/1/2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2026/2027	Marvellous Marks Exploring mark making through different drawing materials. Beginning to draw from observation using faces and self-portraits as a stimulus.			Creation Station Exploring the sculptural qualities of malleable materials and natural objects; developing the use of tools and joining techniques; designing and making clay animal sculptures.	Let's Get Crafty Developing cutting, threading, joining and folding skills through fun, creative craft projects.	
2024/2025		Woven Wonders Using creative techniques like wool wrapping and weaving, and understand the work of artists like Cecilia Vicuña. It emphasises skills such as measuring, choosing materials, and resilience in textiles and artistic creation.	Make Your Mark Use different line types and mark-making techniques in drawing; enhancing children's ability to describe lines, control drawing materials like pencils and chalk, and experiment with various media.			Colour Splash Learning about primary and secondary colours, colour mixing techniques, and applying these skills in painting and printing.
2025/2026		Life in Colour: Christmas Primary and secondary colours, colour mixing, and creating textures using different tools. Pupils look at collage techniques, experiment with materials and evaluate their artistic choices and aims to develop children's understanding of colour, texture and composition in art.	Clay houses Shape and decorate clay, create a pinch pot, design and make a clay tile with house features.		Map It Out Exploring and creating maps through various art forms, including drawing, felt making, printmaking, and designing stained glass.	



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Years 3/4/5/6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2027/2028				Abstract Shape and Space Transforming 2D card shapes into 3D structures and sculptures. Pupils explore abstract shapes and space, develop skills in constructing 3D objects, and understand the difference between 2D and 3D art.	Growing Artists Using shapes, shading, and texture to enhance drawing skills. Developing a sense of light and dark, using frottage for texture, and experimenting with different tools to create expressive and abstract art.	Prehistoric Art Using charcoal and natural pigments. Pupils experiment with colour mixing, and creating large-scale artworks.
2024/2025		Power Prints Developing an awareness of proportion and being able to create 3D effects, pupils make use of collages, hatching on wax-resist drawings and block printing.		Light and Dark Exploring how tints and shades can convey three-dimensional effects; the use of composition on still life.	Fabric of Nature Inspired by the rainforest, children explore textile techniques to create patterns and learn how to create a repeating pattern for fabric design.	
2025/2026	Pop-up art: Illustration Working within the D&T unit 'Mechanisms: Pop-up book', pupils refine their illustration skills, considering their target audience, composition and use of colour.	Portraits Experimenting with materials and techniques, and constructing self-portraits that represent aspects of themselves.		Architecture Observational drawing, printmaking, and building design. It encourages children to explore architectural elements, analyse Hundertwasser's work, and create meaningful monuments.		
2026/2027		Make My Voice Heard Developing pupils' skills in using different art styles, exploring effects with tools, applying chiaroscuro, and creating symbolic and expressive drawings.	Artist Study Understanding narratives and descriptive language in art, exploring meanings behind paintings, and developing personal interpretations and abstract art pieces based on selected artists.			Making Memories Pupils create expressive sculptures and reflect on artistic decisions. Children represent memories through art, using various materials and techniques, and develop skills in planning, creating, and evaluating 3D sculptures.