

HDL: Art Curriculum 2026-27

Subject statement:

Our Art curriculum is designed to develop creativity, confidence and self-expression through a progressive programme of practical experiences. Pupils explore a wide range of artists, styles, materials and techniques whilst developing their understanding of the visual elements of art, including line, colour, pattern, texture, shape, form and space.

The curriculum builds progressively from exploration and experimentation in the lower school, through to developing and refining techniques, researching artists, responding to design briefs and creating independent outcomes in upper school. Pupils learn to observe, record, plan, create, evaluate and improve their work whilst developing an appreciation of art from different cultures, periods and traditions.

Art provides opportunities for pupils to communicate ideas, express emotions and experience success in a supportive environment. Through creating, discussing and evaluating artwork, pupils develop resilience, independence and critical thinking skills which support their wider learning and personal development.



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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Orange cycle 1	Make marks on a variety of paper using a variety of tools, inc. straws, matchsticks, pencils, crayons, brushes and chalk. Experiment printing with hands, feet and found materials. Print following repeated patterns.					
Orange cycle 2	Layer different media, e.g. crayons, pastels, felt tips, charcoal and ballpoint. Understand the basic use of a sketchbook and work out ideas for drawings. Experiment with the visual elements; line, shape, pattern and colour.					
Cherry cycle 1	Colourful Creatures Artist: Eric Carle Skills - Cutting and sticking - Colour exploration - Simple collage - Shape recognition Outcome - Animal collage	Under the Sea Artist: Romare Bearden Skills - Collage - Shape - Colour - Layering Outcome - Underwater collage scene	Shapes Around Us Artist: Wassily Kandinsky Skills - Shape - Colour - Pattern - Simple painting Outcome - Abstract shape artwork	Houses and Homes Artist: James Rizzi Skills - Shape - Drawing - Pattern - Simple perspective Outcome - Bright townscape	Seasons in Nature Artist: Giuseppe Arcimboldo Skills - Observation - Drawing from nature - Collage Outcome - Seasonal portrait	Flower Power Artist: Yayoi Kusama Skills - Repetition - Pattern - Colour Outcome - Patterned flower artwork
Cherry cycle 2	Fantastic Fish Artist: Paul Klee Skills - Line - Pattern - Colour Outcome - Fish artwork	Birds and Feathers Artist: John James Audubon Skills - Observation - Drawing - Colour Outcome	Minibeasts Artist: Lois Ehlert Skills - Mixed media - Texture - Shape Outcome	Garden Adventures Artist: Beatrix Potter Skills - Sketching - Watercolour - Observation Outcome	Weather and Sky Artist: Peter Thorpe Skills - Imagination - Painting - Drawing Outcome	Night Sky Artist: Vincent Bal Skills - Imagination - Shape - Drawing Outcome

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		Bird study	Insect collage	Garden creature artwork	Rocket picture	Space-themed artwork
Conker cycle 1	Jungle Adventures Artist: Henri Rousseau Skills - Drawing from observation - Texture - Colour - Wet and dry media Final Outcome - Mixed-media jungle scene	Rainforest Animals Artist: Franz Marc Skills Animal drawing Colour Expression Outcome Large animal artwork	Patterns Everywhere Artist: Alma Thomas Skills - Repetition - Printing - Pattern - Colour Final Outcome - Printed pattern artwork	African Patterns Artist: Esther Mahlangu Skills Geometric pattern Colour Repetition Outcome Pattern panel	Wonderful Wildlife Artist: Charley Harper Skills - Shape - Collage - Simplifying forms - Design and make Final Outcome - Animal collage	Habitats and Homes Artist: Mark Hearld Skills Collage Texture Shape Outcome Habitat collage
Conker cycle 2	Fantastic Buildings Artist: Friedensreich Hundertwasser Skills - Shape - Line - Colour - Imagination Final Outcome - Fantasy building design	Castles and Towers Artist: Stephen Wiltshire Skills Observation Architectural drawing Outcome Detailed building artwork	Story Illustrators Artist: Quentin Blake Skills - Character drawing - Sketchbooks - Drawing from imagination Final Outcome - Illustrated story scene	Comic Creators Artist: Raymond Briggs Skills Sequencing Illustration Character design Outcome Comic strip	Print & Design Artist: Orla Kiely Skills - Repeated pattern - Printing - Design-make-evaluate Final Outcome - Printed product	Packaging Design Designer: Wayne Hemingway Skills Product design Pattern Evaluation Outcome Designed product packaging

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Oak cycle 1	Drawing & Observation Key Skills - Proportion - Tone - Texture - Shading Artists - Georgia O'Keeffe - Van Gogh Outcome - Observational drawing portfolio	Botanical Art Artist: Marianne North Skills Detail Observation Watercolour Outcome Botanical study	Spring – Painting & Colour Key Skills - Colour mixing - Mood through colour - Brush techniques Artists - Monet - Lowry Outcome - Personal landscape painting	Seascapes Artist: J.M.W. Turner Skills Atmosphere Colour Brushwork Outcome Seascape painting	Sculpture & 3D Key Skills - Planning - Construction - Form Artists - Barbara Hepworth Outcome - Clay sculpture	Masks and Faces Artist: Sokari Douglas Camp Skills Form Construction 3D design Outcome Decorative mask
Oak cycle 2	Printmaking & Pattern Artists - William Morris Outcome - Repeated pattern print	Textile Design Artist: Lucienne Day Skills Pattern Fabric design Outcome Textile sample	Pop Art Artists - Andy Warhol - Romero Britto Outcome - Pop Art final piece	Advertising Art Artist: Roy Lichtenstein Skills Bold graphics Comic style Outcome Advertising poster	Environmental Art Artists - Andy Goldsworthy Outcome - Outdoor collaborative artwork	Land Art Artist: Richard Long Skills Natural materials Documentation Outcome Temporary land artwork
Maple cycle 1	Identity & Self Expression	Portraits Through Time	Graphic Design Focus	Album Cover Design Designer: Peter Saville	Street Art & Murals Artist	Community Murals Artist: Kobra

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	Artist - Frida Kahlo - Jean-Michel Basquiat Skills - Research - Mood boards - Personal symbolism - Explain artistic choices Outcome "About Me" mixed media artwork	Artist: Amy Sherald Skills Portraiture Identity Colour choices Outcome Modern portrait	- Logos - Posters - Advertising Skills - Digital skills Outcome - Design a poster for a school event	Skills Visual communication Layout Outcome Album cover	- Keith Haring Skills - Scale - Public art - Movement - Simplifying shapes - Collaborative working Outcome - Large collaborative mural	Skills Scale Public art Planning Outcome Community mural design
Maple cycle 2	Art & Culture Artists - Hokusai - Aboriginal Art - African Pattern Art Outcome - Cultural response artwork	Cultural Symbols Artist: Emily Kame Kngwarreye Skills Symbolism Pattern Meaning Outcome Symbolic artwork	Architecture & Design Focus - Famous buildings - Model making Outcome - Design a community building	Sustainable Architecture Architect: Bjarke Ingels Skills Design Sustainability Outcome Eco-building model	Artist Challenge Teacher selects one artist for the whole class: - Yayoi Kusama - René Magritte - David Hockney Outcome - Research page - Technique practice - Final artwork - Evaluation	Independent Project Pupils: - Choose an artist - Research them - Create a mood board - Practise techniques - Produce a final piece - Evaluate it

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Palm cycle 1	Portraits and Identity Artist • Chuck Close Skills • Observation • Proportion • Grid method Outcome • Large portrait	Caricatures Artist: Gerald Scarfe Outcome • Character portrait	Art with a Message Artist: Banksy Possible outcomes: • Anti-bullying poster • Environmental campaign • Mental health awareness artwork • School values mural	Protest Posters Artist: Shepard Fairey Outcome • Awareness campaign poster	Creative Challenges Artist/Designer Tim Burton (character design) OR Nick Park (Aardman) Skills • Character design • Model making • Creative thinking • Problem solving Outcome Create a new character for a film, game or animation.	Creature Workshop Artist: Brian Froud Outcome • Fantasy creature model
Palm cycle 2	Public Art Project Artist Antony Gormley (Angel of the North) OR Heatherwick Studio (designer of public spaces) Big Question	Landmark Sculpture Artist: Anish Kapoor Outcome • Landmark sculpture model	Product Design I'd actually strengthen this unit. Designers • Jonathan Ive • James Dyson Skills	Everyday Inventions Designer: Trevor Baylis Outcome • Improved everyday product	Festival and Event Design Designer: Es Devlin (Designs huge concert stages) Project "Design a stage for your favourite band, singer or event."	Theme Park Design Designer: Walt Disney Imagineering Outcome • Design a themed attraction with a scale model

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	"How can art improve our school?"		• Design brief • Problem solving • Prototyping • Evaluation Outcome Design something that solves a problem at school. Examples: • Better lunch tray • Fidget tool • Mobile phone holder • Classroom organiser		Pupils create: • Stage design • Backdrop • Lighting ideas • Small model <i>Resources</i> <i>Oak National Academy – Imagining New Worlds: Set Design (KS3 Art)</i>	
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