

Art - Curriculum Overview

What we teach in Art

At New Avenue, Art is taught as a way for pupils to express ideas, develop creativity, and build technical skill.

We give pupils experience of a wide range of materials and techniques across drawing, painting, sculpture, printmaking, digital media and mixed media work.

Pupils explore key artistic movements and the work of significant artists, including Pop Art, Abstract Expressionism, and Steampunk sculpture. They learn to respond critically to the world around them and create personal, meaningful artwork.

Our Art curriculum develops imagination, resilience and cultural awareness, building skills pupils can use across school and life.

How we teach Art

Art lessons follow a consistent structure across phases:

- **Do Now** activities revisit key skills or introduce a new material or technique.
- **Retrieval Tasks** link new work to prior learning or artistic knowledge.
- **Mini-Lesson** introduces a concept or skill clearly and practically.
- **Guided Practice** allows pupils to work alongside the teacher using new materials or methods.
- **Independent Creation** gives pupils time to produce their own artworks with scaffolding as needed.
- **Reflection** builds pupils' ability to evaluate and discuss their work and that of others.

Lessons are practical, multisensory and heavily modelled, supporting pupils of all abilities to succeed.

How we measure progress in Art

Progress is assessed through:

- Practical outcomes across different media and techniques.
- Use of artistic vocabulary in discussion and critique.
- Evidence of creative risk-taking, problem solving, and resilience.
- Ongoing teacher observation and pupil reflection.
- End-of-unit pieces or portfolios that show growth over time.

Progress is judged not only on final outcomes but also on experimentation, effort, and personal development as an artist.

Curriculum Overview for Art

Phase	Focus	Key Themes
Foundation (Years 1–2)	Early exploration of media, colour, shape and form	Pop Art, Faces, Natural Forms, Steampunk Junk Modelling
Phase 1 (Years 3–4)	Developing techniques in drawing, painting and sculpture	Pop Art, Faces (Realism and Abstraction), Natural Forms, Steampunk Sculpture
Phase 2 (Years 5–6)	Refining skills, developing personal expression	Pop Art (Identity and Culture), Portraiture (Emotion and Style), Natural Forms (Observation and Pattern), Steampunk Art
Phase 3 (Years 7–9)	Expanding technical skill, critical and conceptual thinking	Pop Art (Modern and Street Art Influences), Portraiture (Historical and Experimental), Natural Forms (Symbolism), Steampunk Assemblage
Phase 4 (Years 10–11)	Preparing for qualification and personal portfolio work	Pop Art (Society and Identity), Portraiture (Realism to Abstraction), Natural Forms (Conceptual Themes), Steampunk/Found Object Sculpture

Art Long-Term Plan

Phase	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Foundation (Years 1–2)	Pop Art (Bold Colour and Pattern)	Faces (Basic Proportions and Emotions)	Faces (Continued Study)	Natural Forms (Textures and Patterns)	Steampunk/Junk Modelling	Mixed Media Workshops
Phase 1 (Years 3–4)	Pop Art (Repetition and Mass Production)	Faces (Realism and Abstract Techniques)	Faces (Cubism and Caricatures)	Natural Forms (Observation and Texture)	Steampunk/Junk Modelling	Creative Project
Phase 2 (Years 5–6)	Pop Art (Modern Influences)	Faces (Realism and Expression)	Faces (Abstraction and Emotion)	Natural Forms (Sculpture and Pattern Work)	Steampunk/Junk Modelling	Mixed Media Development
Phase 3 (Years 7–9)	Pop Art (Contemporary Practice)	Faces (Historical and Conceptual Portraiture)	Faces (Experimental Styles)	Natural Forms (Symbolism and Mixed Media)	Steampunk/Junk Modelling	Personal Project
Phase 4 (Years 10–11)	Pop Art (Society and Commentary)	Faces (Realism to Abstract Concepts)	Faces (Critical Studies)	Natural Forms (Personal Responses)	Steampunk/Junk Modelling (Assemblage and Sustainability)	Final Portfolio Building

