


Grayshott Primary School

Art and Design Curriculum Overview 2025-2026

At Grayshott Primary School we follow the **AccessArt Split Primary Art Curriculum** which has been developed by experts in their field. This knowledge-rich curriculum allows pupils to learn a wide range of skills, developing understanding as well as clear progression throughout KS1 and KS2.

The **AccessArt Split Primary Art Curriculum** has been devised for schools who currently teach art half the time (usually splitting the timetable with DT).

|  | Autumn Term | Spring Term | Summer Term |
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| Year 1 | <p style="text-align: center;"><u>Spirals</u></p> <p>Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.</p> | <p style="text-align: center;"><u>Making Birds</u></p> <p>Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.</p> | <p style="text-align: center;"><u>Simple Printmaking</u></p> <p>Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.</p> |
| Year 2 | <p style="text-align: center;"><u>Explore & Draw</u></p> <p>Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.</p> | <p style="text-align: center;"><u>Exploring the World Through Mono Print</u></p> <p>Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership.</p> | <p style="text-align: center;"><u>Be An Architect</u></p> <p>Exploring architecture and creating architectural models.</p> <p style="text-align: center;">OR...</p> |
| Year 3 | <p style="text-align: center;"><u>Gestural Drawing with Charcoal</u></p> <p>Making loose, gestural drawings with charcoal, and exploring drama and performance.</p> | <p style="text-align: center;"><u>Working with Shape and Colour</u></p> <p>“Painting with Scissors”: Collage and stencil in response to looking at artwork.</p> | <p style="text-align: center;"><u>Telling Stories Through Drawing & Making</u></p> <p>Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film.</p> <p style="text-align: center;">OR...</p> |

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| | | | <p><u>Making Animated Drawings</u> Explore how to create simple moving drawings by making paper “puppets” and animate them using tablets.</p> |
| Year 4 | <p><u>Storytelling Through Drawing</u> Explore how artists create sequenced drawings to share and tell stories. Create accordian books or comic strips to retell poetry or prose through drawing.</p> | <p><u>Exploring Pattern</u> Exploring how we can use colour, line and shape to create patterns, including repeating patterns.</p> <p>OR...</p> <p><u>Exploring Still Life</u> Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.</p> | <p><u>The Art of Display</u> Explore how the way we display our work can affect the way it is seen.</p> <p>OR...</p> <p><u>Sculpture, Structure, Inventiveness & Determination</u> What can artists learn from nature?</p> <p>OR...</p> <p><u>Festival Feasts</u> How might we use food and art to bring us together?</p> |
| Year 5 | <p><u>Typography & Maps</u> Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.</p> | <p><u>Making Monotypes</u> Combine the monotype process with painting and collage to make visual poetry zines.</p> | <p><u>Architecture: Dream Big or Small?</u> Explore the responsibilities architects have to design us a better world. Make your own architectural model.</p> |
| Year 6 | <p><u>Activism</u> Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.</p> | <p><u>Take a seat</u> Explore how craftspeople and designers bring personality to their work.</p> | <p><u>2D Drawing to 3D Making</u> Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.</p> |