





# Curriculum Mapping

Early Years Foundation Stage (Reception)  Kapow Primary's units	Early years outcomes: Prime Areas  <b>Development Matters 2021 statements</b> <b>Early Learning Goals</b>	Early years outcomes: Specific Areas  <b>Development Matters 2021 statements</b> <b>Early Learning Goals</b>	Characteristics of effective learning
<a href="#">Drawing: Marvellous marks</a>  	<b>Physical development</b> -Develop small motor skills so that they can use a range of tools competently, safely and confidently. -Develop overall body-strength, balance, co-ordination and agility. -Develop the foundations of a handwriting style which is fast, accurate and efficient.  <b>-ELG: Fine Motor Skills&gt;</b> Use a range of small tools, including scissors, paint brushes and cutlery. <b>-ELG: Fine Motor Skills&gt;</b> Begin to show accuracy and care when drawing.	<b>Expressive Arts and Design</b> -Explore, use and refine a variety of artistic effects to express ideas and feelings. <b>-ELG: Creating with materials&gt;</b> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	✓ Playing and Exploring
<a href="#">Painting and mixed media: Paint my world</a>  	<b>Physical development</b> -Develop small motor skills so that they can use a range of tools competently, safely and confidently.  <b>-ELG: Fine Motor Skills&gt;</b> Begin to show accuracy and care when drawing. <b>-ELG: Use a range of small tools, including scissors, paint brushes and cutlery.</b>	<b>Expressive Arts and Design</b> -Explore, use and refine a variety of artistic effects to express ideas and feelings. -Listen attentively, move to and talk about music, expressing their feelings and responses. -Create collaboratively, sharing ideas, resources and skills.  <b>-ELG: Creating with materials&gt;</b> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. <b>-ELG: Creating with materials&gt;</b> Share their creations, explaining the process they have used.	✓ Playing and Exploring


Units of work indicated with



are part of the St Aidan's scheme.



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Early Years Foundation Stage (Reception)  Kapow Primary's units	Early years outcomes: Prime Areas  Development Matters 2021 statements Early Learning Goals	Early years outcomes: Specific Areas  Development Matters 2021 statements Early Learning Goals	Characteristics of effective learning
<a href="#">Sculpture and 3D: Creation station</a>  	<b>Physical development</b> -Develop small motor skills so that they can use a range of tools competently, safely and confidently. -Develop overall body-strength, balance, co-ordination and agility. -Develop the foundations of a handwriting style which is fast, accurate and efficient. -ELG: Use a range of small tools, including scissors, paint brushes and cutlery. -ELG: Begin to show accuracy and care when drawing	<b>Expressive Arts and Design</b> -Explore, use and refine a variety of artistic effects to express ideas and feelings. -Return to and build on their previous learning, refining ideas and developing their ability to represent them. -ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. -ELG: Creating with Materials> Share their creations, explaining the process they have used.	✓ Playing and Exploring
<a href="#">Craft and design: Let's get crafty</a>	<b>Physical development</b> -Develop small motor skills so that they can use a range of tools competently, safely and confidently. -ELG: Use a range of small tools, including scissors, paint brushes and cutlery. -ELG: Begin to show accuracy and care when drawing	<b>Expressive Arts and Design</b> -Explore, use and refine a variety of artistic effects to express ideas and feelings. -Return to and build on their previous learning, refining ideas and developing their ability to represent them. -ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	✓ Playing and Exploring ✓ Active Learning

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# Curriculum Mapping

Key Stage 1 - National curriculum Art and design content Pupils should be taught:	Year 1			
	 Drawing	 Painting and mixed media	 Sculpture and 3D	Craft and design
	<a href="#">Make your mark</a>	<a href="#">Colour splash</a>	<a href="#">Paper play</a>	<a href="#">Woven wonders</a>
To use a range of materials creatively to design and make products	✓	✓	✓	✓
To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination	✓	✓	✓	✓
To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	✓	✓	✓	✓
About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work	✓	✓	✓	✓




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# Curriculum Mapping

<b>Key Stage 1 - National curriculum Art and design content</b> Pupils should be taught:	Year 2			
	 <b>Drawing</b>	 <b>Painting and mixed media</b>	 <b>Sculpture and 3D</b>	 <b>Craft and design</b>
	<a href="#">Tell a story</a>	<a href="#">Life in colour</a>	<a href="#">Clay houses</a>	<a href="#">Map it out</a>
To use a range of materials creatively to design and make products	✓	✓	✓	✓
To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination	✓	✓	✓	✓
To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	✓	✓	✓	✓
About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work	✓	✓	✓	✓




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# Curriculum Mapping

<b>Key Stage 2 - National curriculum Art and design content</b> Pupils should be taught:	Year 3			
	 <b>Drawing</b>	<b>Painting and mixed media</b>	 <b>Sculpture and 3D</b>	 <b>Craft and design</b>
	<a href="#">Growing artists</a>	<a href="#">Prehistoric painting</a>	<a href="#">Abstract shape and space</a>	<a href="#">Ancient Egyptian scrolls</a>
To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	✓	✓	✓	✓
To create sketch books to record their observations and use them to review and revisit ideas	✓	✓	✓	✓
To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	✓	✓	✓	✓
About great artists, architects and designers in history.	✓	✓	✓	✓


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# Curriculum Mapping

<b>Key Stage 2 - National curriculum Art and design content</b> Pupils should be taught:	Year 4			
	 <b>Drawing</b>	 <b>Painting and mixed media</b>	<b>Sculpture and 3D</b>	 <b>Craft and design</b>
	<a href="#">Power prints</a>	<a href="#">Light and dark</a>	<a href="#">Mega materials</a>	<a href="#">Fabric of nature</a>
To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	✓	✓	✓	✓
To create sketch books to record their observations and use them to review and revisit ideas	✓	✓	✓	✓
To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	✓	✓	✓	✓
About great artists, architects and designers in history.	✓	✓	✓	✓




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# Curriculum Mapping

<b>Key Stage 2 - National curriculum Art and design content</b> Pupils should be taught:	Year 5			
	 <b>Drawing</b>	 <b>Painting and mixed media</b>	 <b>Sculpture and 3D</b>	<b>Craft and design</b>
	<a href="#">I need space</a>	<a href="#">Portraits</a>	<a href="#">Interactive installation</a>	<a href="#">Architecture</a>
To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	✓	✓	✓	✓
To create sketch books to record their observations and use them to review and revisit ideas	✓	✓	✓	✓
To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	✓	✓	✓	✓
About great artists, architects and designers in history.	✓	✓	✓	✓




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# Curriculum Mapping

<b>Key Stage 2 - National curriculum Art and design content</b> Pupils should be taught:	Year 6			
	 <b>Drawing</b>	<b>Painting and mixed media</b>	 <b>Sculpture and 3D</b>	 <b>Craft and design</b>
	<a href="#">Make my voice heard</a>	<a href="#">Artist study</a>	<a href="#">Making memories</a>	<a href="#">Photo opportunity</a>
To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	✓	✓	✓	✓
To create sketch books to record their observations and use them to review and revisit ideas	✓	✓	✓	✓
To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	✓	✓	✓	✓
About great artists, architects and designers in history.	✓	✓	✓	✓

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