

Art & Design Curriculum Map 2026-27

Art & Designing - Our Why?

The aim of Art and Design at Discovery is to cultivate creative individuals who demonstrate proficiency in a diverse array of artistic techniques. Pupils are encouraged to evaluate and analyse creative works while gaining knowledge about renowned artists and craftspeople. Throughout their educational journey, students develop their knowledge and skills through a structured curriculum that progresses every half term. This curriculum is driven by the four corners of Engage, Develop, Innovate, and Express, which serve to embed learning and foster a deep appreciation for the arts.

Big Ideas promoted in our Art & Design Curriculum



Substantive Concepts of our Art & design Curriculum

	<i>Creative Exploring</i>	<i>Produce creative work, exploring their ideas by recording their experiences</i>
	<i>Great Artist</i>	<i>Know about great artists, craft maker and designers and understand the historical and cultural development of their art forms</i>
	<i>Proficient Skills</i>	<i>Become proficient in drawing, painting, sculpture and other art, craft and design techniques</i>
	<i>Evaluate and Analyse</i>	<i>Evaluate and analyse creative work using the language of art, craft and design</i>



2.2 Heroes & Villains
Create a comic book strips by exploring other artists to develop drawing and painting skills



3.1 Scream Machine
Create graphic design posters using painting and drawing skills



3.2 Allotment
Create 3D flowers by printing and drawing



2.1 Peasants, Princes & Pestilence
Explore and develop figure drawing and facial features



1.2 1066
Create Tudor housing/ buildings drawing, painting and sculpting



1.1 Stargazers
Create sculptures of the moon surface and drawings of the constellations by exploring other artists



2.2 Urban Pioneers
Create street art by exploring other artist and developing painting skills



3.1 Moon Zoom
Create drawings and painting of planets by exploring other artists



3.2 Interconnected World
Create realistic drawings of machinic and moving objects by exploring other artists



2.1 Predator
Create realistic images of animals by developing drawing skills and exploring other artist's work



1.2 Tribal Tales
Create Stone age art by developing painting and drawing skills



1.1 Ancient Egyptians
Creating drawings of pharaoh by developing pencil skills



2.2 Playlist
Create realistic drawings of musical instruments by exploring other artists



2.1 Beat, Bangs & Boogie
Create musical merchandise by developing fabric skill and exploring other artist



3.1 Blue Abyss
Create 3D sculpture and observations of sea animals carol life



3.2 Our Changing World
Create a city skyline from the 1900's to now showing the changes using pencil and colour



1.2 Traders & Raiders
Create a map collage by using multiple materials



1.1 Bright Lights Big City
Creating London land marks using painting and drawing skills



2.2 Rio De Vida
Create South American art by looking at other artist to make painting and collages



3.1 Enchanted Woodland
Create woodland art by using natural objects to sculpt and collage



3.2 Our Wonderful World
Create landscapes and cityscapes by looking at other artists paintings and drawings



2.1 Paws, Claws & Whiskers
Create animal art by drawing, painting and collages



1.2 Team
Create a team mascots by exploring and developing sculpture skills



1.1 Memory Box
Create Pop art by exploring other artist work to develop painting skills

Stars & Twilight

Nova & Lunar

Comets & Astro

Rockets