

# The Full AccessArt Primary Art Curriculum – Curriculum Links & Adaptations

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The [AccessArt Full Primary Art Curriculum](#) has been devised for schools who teach art each week, primarily as a discreet subject. There are however, lots of ways to link and adapt the AccessArt curriculum to other curriculum areas. This page shares ideas for curriculum links and adaptations.

[See other versions of the AccessArt Primary Curriculum and supporting documentation here.](#)

If you have any queries pls email [info@accessart.org.uk](mailto:info@accessart.org.uk)



# Key Stage 1 Curriculum Links & Adaptations

english



## Inspired by Flora & Fauna

Explore *The Very Hungry Caterpillar*, or books illustrated in similar style.



## Exploring the World Through Mono Print

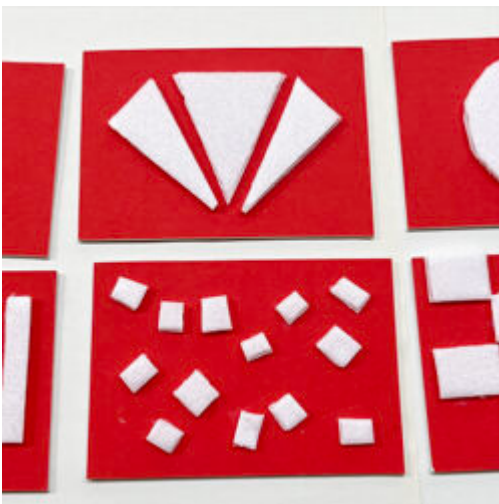
Ask children to draw upon their own experience for narratives.



## Stick Transformation Project

Link to Julia Donaldson's 'Stick Man'.

**georgaphy**



## Simple Printmaking

Adapt to create imagery which explores symbols on maps.



## Playful Making

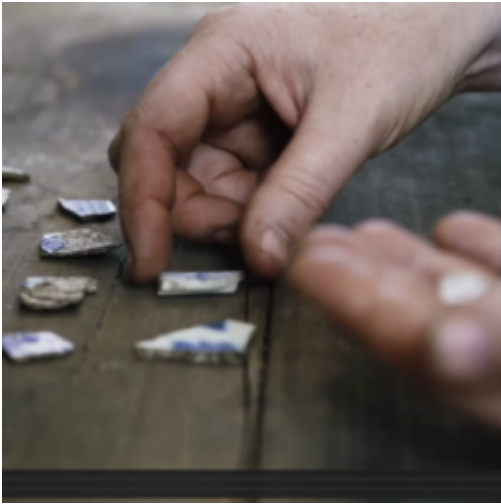
Adapt the playful making approach to make sculptures of Ports and Harbours, Towns, Cities, Villages, The Great Wall of China etc.



## Exploring Watercolour

Adapt by choosing colour palettes which link with topics: e.g. blues/greens for an exploration of imagery which evokes oceans. (The emphasis should remain on exploration of material so any theme link should be applied lightly).





## Explore & Draw

Adapt to explore Habitats.



## Exploring the World Through Mono Print

Adapt to explore Habitats or Continents.





## Expressive Painting

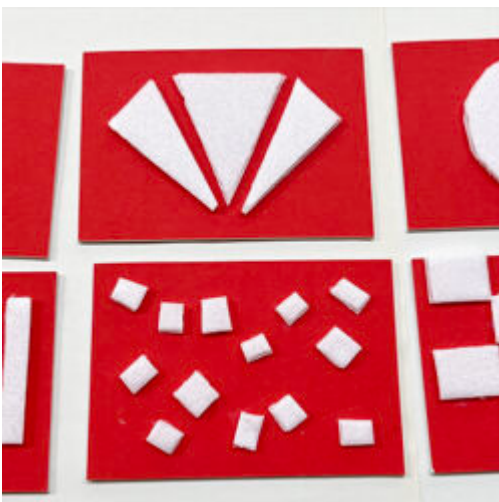
Be inspired by your local landscape and use gestural brush strokes to paint a scene you know or see, or explore Weather, Habitat, River or Sea.



## Music & Art

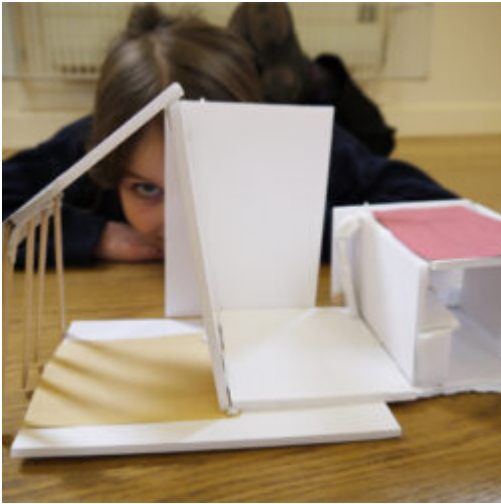
Adapt the music you listen and draw to, according to geographical region or continent to help develop sense of place.

## **history**



## Simple Printmaking

Adapt to create portraits of significant individuals from history.



## Be An Architect

Make houses inspired by the architecture of different ages or cultures, for example buildings damaged during the Great Fire of London.

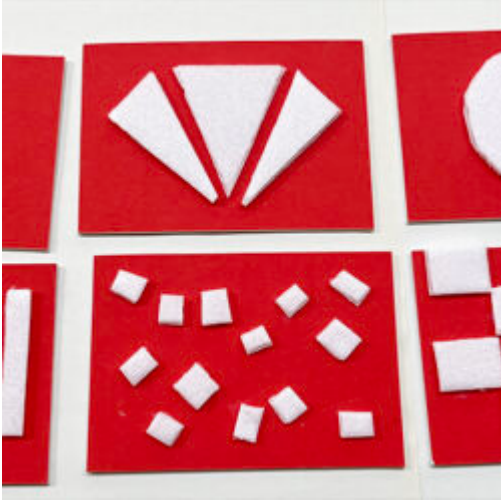
## maths



## Spirals

Explore Pattern, Position, Direction & Movement.





## Simple Printmaking

Explore Pattern, Repetition, Pictorial representation, 2D/3D shapes.



## Playful Making

Uses language to support understanding of 2D/3D shapes, Sequence, Measuring, Position & Direction.



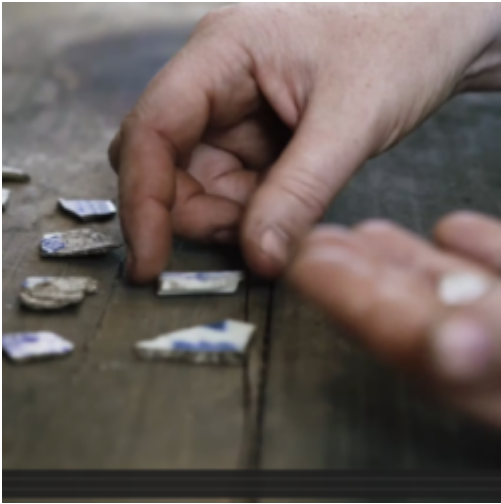
## Exploring Watercolour

Explore identifying 2D shapes.



## Making Birds

Explore the relationship between 2D/3D shapes, Weight, Measuring.



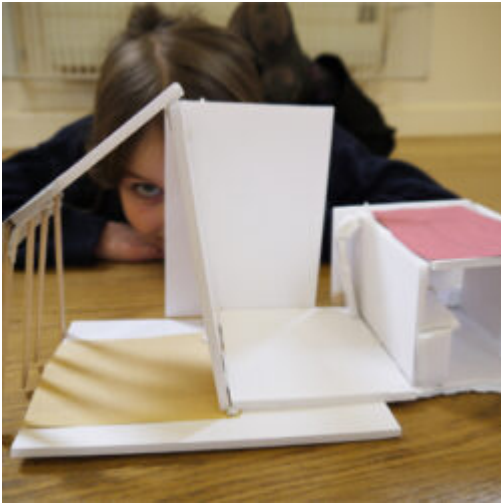
## Explore & Draw

Use language to develop understanding of Patterns, Sequence, Symmetry, Pictorial Representation, Repetition.



## Exploring the World Through Mono Print

Use language to develop understanding of symmetry (peeling back monoprints).



## Be An Architect

Use language which supports understanding of Measuring, 2D/3D shapes.

## **science**



## Spirals

Opportunity to use language which supports understanding of Growth, Body, Natural Forms.



## Simple Printmaking

Use plants, trees, leaves, food chains, animals as inspiration to draw and make printed patterns.



## Playful Making

Uses language to support understanding of properties and manipulation of materials.



## **Making Birds**

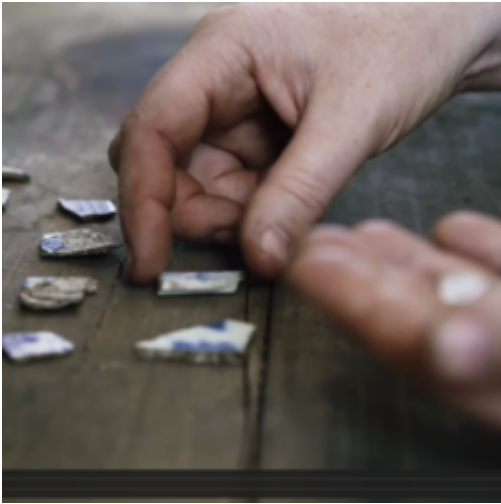
Explore Birds, Habitats, Seasons, Food Chains.



## **Inspired by Flora & Fauna**

Identify Common and Wild plants, Insects, Food chains, Life cycle, Living and Decay.





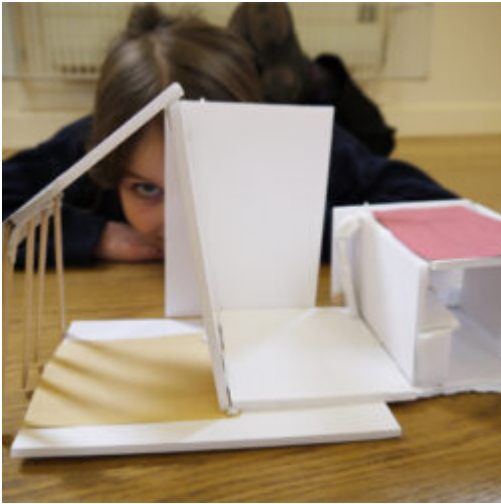
## Explore & Draw

Identify Common and Wild plants, Trees, Structures of plants, exploring Local Environments and Habitats, Seasons, Planting and Growing.



## Exploring the World Through Mono Print

Animals, Trees, Materials.



## Be An Architect

Explore properties of materials e.g. make your architecture waterproof, rough, smooth?



## Music & Art

The 5 Senses, the Human Body, Materials.

**music and art**



## Exploring Watercolour

Explore the connection between Art & Music and being in a mindful space.



## Music & Art

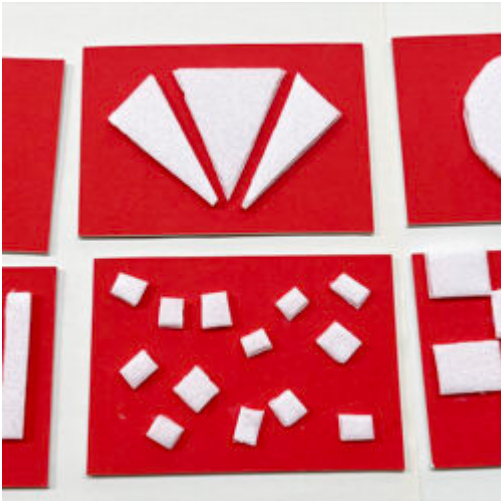
Rhymes and Chants, Musical Instruments, Combining sounds.

**pshe**



## Spirals

Supports Peer Discussion & Collaboration.



## Simple Printmaking

Supports Peer Discussion.



## Playful Making

Supports Collaboration, Responsibility to the Planet.



## Exploring Watercolour

Supports Peer Discussion, Collaboration, Responsibility to the Planet.



## **Making Birds**

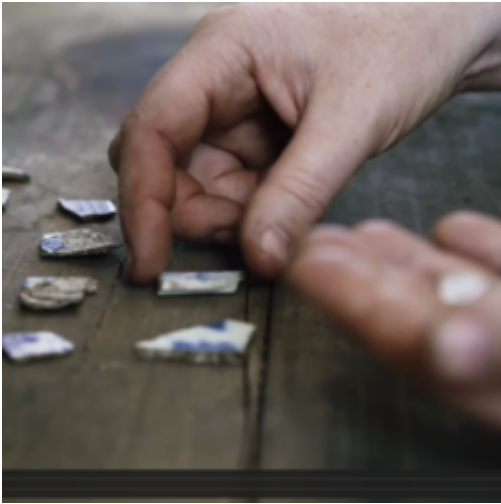
Supports Peer Discussion, Collaboration, Responsibility to the Planet.



## **Inspired by Flora & Fauna**

Supports Peer Discussion, Collaboration, Responsibility to the Planet.





## Explore & Draw

Supports Peer Discussion & Collaboration.



## Exploring the World Through Mono Print

Supports Peer Discussion & Collaboration.



## Be An Architect

Collaboration, Peer Discussion, Ethnic Identity, Different Religions (architecture representative of).



## Stick Transformation Project

Collaboration, Peer Discussion, Ethnic Identity.



## Music & Art

Explore how we can make art inspired by the sounds we hear. Draw, Collage, Paint and Make.

# Key Stage 2 Curriculum Links

# & Adaptations

english



## Telling Stories Through Drawing & Making

Link to “character” books such as Roald Dahl’s Esio Trot, Dirty Beasts, The Minpins or James and the Giant Peach to inspire making.



## Making Animated Drawings

Bring characters from literature to life.



## Storytelling Through Drawing

Use *The Jabberwocky* by Lewis Carol as inspiration for this pathway, or choose another story or graphic novel of your choice.



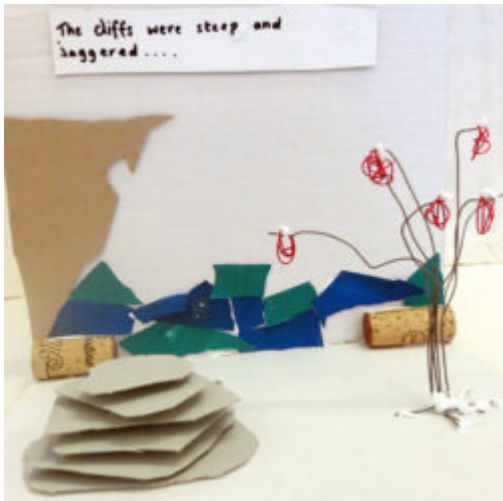
## The Art of Display

Make 'plinth people' of characters from your chosen book. Explore how they can be displayed to interact with one another and tell the story. Use "plinth" to give voice/performance to narratives in English.



## Making Monotypes

Use a poem or story to inspire making your own monotype books.



## Set Design

Create set designs inspired by your chosen play or book (for example Esio Trot).



## 2D Drawing to 3D Making

Create characters inspired by literature.



## Shadow Puppets

Use literature to inspire narrative.

**geography**





## Cloth, Thread, Paint

Adapt your focus to create sewn Landscapes/Oceans according to topic.



## Sculpture, Structure, Inventiveness & Determination

Link with Birds and Migration via the North and South hemisphere.



## Typography & Maps

Trade links, Digital Mapping, Ordnance Survey Maps, Detailed sketching of Maps.



## Mixed Media Land & City Scapes

Link your Landscapes to your chosen topic e.g. Cities in the Northern hemisphere, Settlements and Land use, Digital mapping.



## Architecture: Dream Big or Small?

Opportunity to talk about issues surrounding climate change to inform the type of houses you make, and the materials you use.



## Fashion Design

Trade links and the history of importing textiles from other continents.

**history**



## Working with Shape and Colour

Choose a painting as inspiration which typifies a particular historical period, for example, a painting from Ancient Egypt.



## Cloth, Thread, Paint

Create a sewn scene inspired by a local historical event.



## **Making Animated Drawings**

Make an animated drawing / portrait of a well know historical figure.



## **Storytelling Through Drawing**

Create your own sequenced story inspired by an event in history ie from The Anglo Saxons, The Vikings, Ancient Greeks, Ancient Egyptians or The Roman era.



## Exploring Pattern

Focus on patterns from your chosen ancient civilisation.



## The Art of Display

Create Plinth People inspired by figures from your chosen civilisation topic e.g. the Ancient Greek Gods and Goddesses or Roman Emperors. Use a “plinth” to give voice/performance to characters in history.





## Exploring Still Life

Depict objects related to your chosen ancient civilisation topic or even arrange for a museum handling collection to visit your school.



## Festival Feasts

Look at the food grown during the time of your chosen civilisation topic e.g. Iron Age farming.



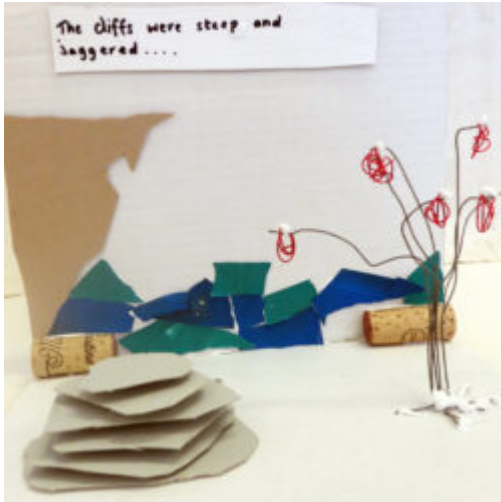
## Typography & Maps

Create maps inspired by your chosen ancient civilisation topic e.g. an Anglo Saxon settlement or village.



## Making Monotypes

Make a zine about your theme or focus.



## Set Design

Create a 'scene' inspired by your chosen civilisation topic e.g. a Roman Amphitheatre.



## Architecture: Dream Big or Small?

Changes in Britain – How architecture has changed from your chosen civilisation topic. Design a bomb shelter inspired by WW2?



## Fashion Design

Design clothing inspired by your chosen civilisation topic  
e.g. Ancient Greek elite, Slaves, Gods or Goddesses.



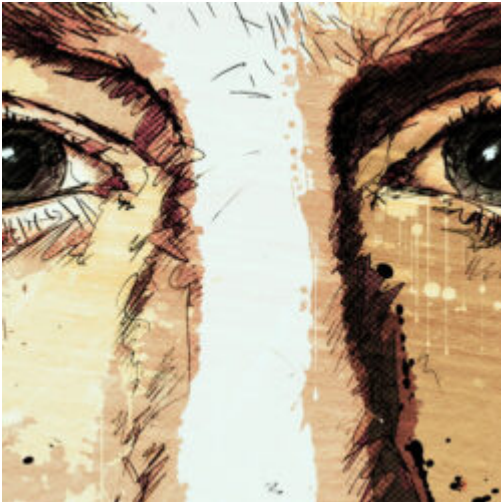
## 2D Drawing to 3D Making

Create characters inspired by theme.



## Activism

Look at the messaging from WW2 posters.



## Exploring Identity

Explore the identity of a figure from your chosen history topic.



## Shadow Puppets

Create a narrative around area of focus.

## maths



## Working with Shape and Colour

2D/3D Shapes, Pattern.





## Telling Stories Through Drawing & Making

2D/3D Shapes, Measuring, Weight.



## Cloth, Thread, Paint

Pattern, Measuring.



## Making Animated Drawings

Measuring, Weight, Position, Direction, Movement.



## Using Natural Materials to Make Images

2D Shapes, Pattern.



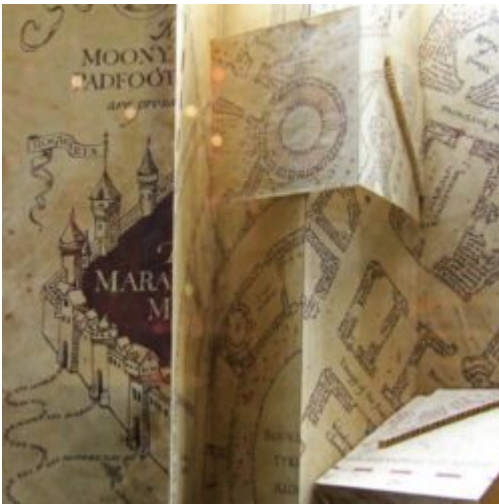
## Exploring Pattern

Measuring, Symmetry, Tessellation/Repeat Patterns, Orientation.



## Exploring Still Life

2D and 3D Shapes, Pattern (on object).



## Typography & Maps

Pictorial Representations, 2D / 3D Shapes.



## Architecture: Dream Big or Small?

Measuring, 2D and 3D Shapes, Symmetry, Angles.



## Fashion Design

2D / 3D Shapes, Measuring.



## 2D Drawing to 3D Making

2D / 3D Shapes, Measuring, Symmetry, Angles, Plot Points.



## Take a Seat

Measuring, 2D / 3D Shapes, Symmetry, Angles.

## science



## Telling Stories Through Drawing & Making

Materials, Animals, Micro Habitats.





## Cloth, Thread, Paint

Explore Habitats, Local Environment, Materials.



## Making Animated Drawings

Animals, the Human Body, Habitats, Materials.





## Using Natural Materials to Make Images

Wild and garden plants, Trees, Structure of plants, Local environment, Birds, every day Materials and Properties, Planting and Growing, the Four Seasons.



## Storytelling Through Drawing

Use language to support concepts around Light and Shadow, and how this can be explored on paper through drawing.



## Exploring Pattern

Look at patterns in the structure of Fruits or Plants, Reflections and Shadows.



## Exploring Still Life

Plants, Trees and Flowers, Rocks and Fossils, Light and Shadow (explore all of these through your still life arrangement).



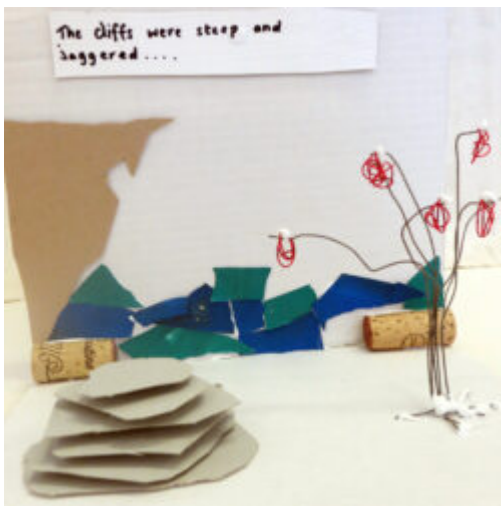
## Sculpture, Structure, Inventiveness & Determination

Language to support understanding of Materials, Habitats.



## Festival Feasts

Soil, Room to Grow, Nutrition, Food Groups, Environmental Changes.



## Set Design

Light, Shadow.



## Mixed Media Land & City Scapes

Local habitat, Environmental changes.



## Activism

Environmental changes, Deforestation.



## Brave Colour

Light, Shadows.



## Take a Seat

Forces and Gravity.



## Shadow Puppets

Human body, Animals, Light and Shadow.

**music and drama**





## Gestural Drawing with Charcoal

Listen to music whilst “Dancing with Charcoal”.



## Making Animated Drawings

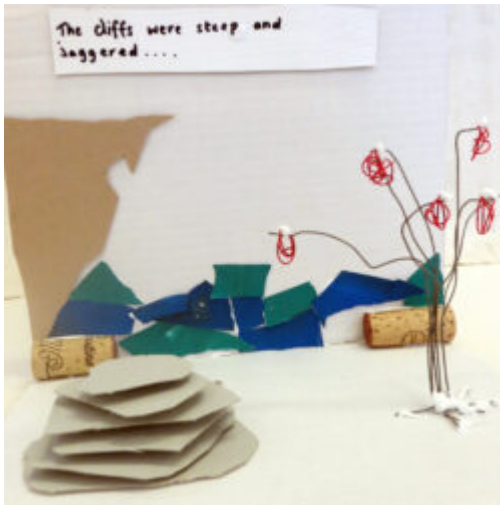
Link to drama to collaborate and act out short narratives.





## Exploring Pattern

Use music and sound when doing mindful drawing as part of this pathway.



## Set Design

Link to projects in Music and Drama.



## Fashion Design

Create costumes for, or in response to, drama or music productions.



## Shadow Puppets

Be Inspired by, or make a creative response to, existing productions/themes.



## Music & Art

Adapt the music you listen and draw to, according to Geographical Region or Continent to help develop sense of place.

**pshe**



## Working with Shape and Colour

Supports Peer Discussion.



## Telling Stories Through Drawing & Making

Supports Responsibility to the Planet, Collaboration, Peer Discussion.



## **Making Animated Drawings**

Supports Collaboration, Peer Discussion.



## **Using Natural Materials to Make Images**

Supports Responsibility to the Planet, Collaboration, Peer Discussion.



## Storytelling Through Drawing

Supports Collaboration, Peer Discussion.



## The Art of Display

Supports Collaboration, Peer Discussion.



## Sculpture, Structure, Inventiveness & Determination

Supports Responsibility to the Planet, Collaboration, Peer Discussion.



## Festival Feasts

Supports Responsibility to the Planet, Collaboration, Peer Discussion. Look at foods from different religious ceremonies.



## Typography & Maps

Collaboration, Peer Discussion.





## Making Monotypes

Supports Responsibility to the Planet, Collaboration, Peer Discussion.



## Set Design

Collaboration, Peer Discussion.



## Mixed Media Land & City Scapes

Responsibility to the Planet, Collaboration, Peer Discussion.



## Architecture: Dream Big or Small?

Responsibility to the planet, Collaboration, Peer Discussion.



## **Fashion Design**

Responsibility to the planet, Collaboration, Peer Discussion, Different Religions, Ethnic Identity.



## **2D Drawing to 3D Making**

Collaboration, Peer Discussion.



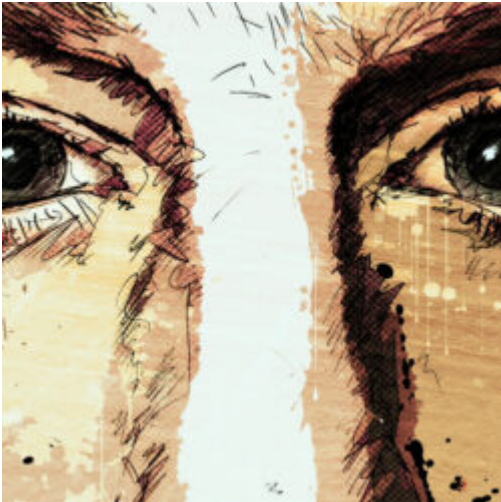
## **Activism**

Responsibility to the planet, Collaboration, Peer Discussion, Different Religions, Ethnic Identity.



## Brave Colour

Collaboration, Peer Discussion.



## Exploring Identity

Collaboration, Peer Discussion, Different Religions, Ethnic Identity.



## Take a Seat

Responsibility to the planet, Collaboration, Peer Discussion.



## Shadow Puppets

Responsibility to the planet, Collaboration, Peer Discussion, Different Religions, Ethnic Identity.

# Explore Curriculum Versions

**The EYFS & SEND Curriculum**



[See the EYFS & SEND Curriculum](#)

**The full AccessArt Curriculum**



[See the full AccessArt Primary Art Curriculum designed for schools teaching art \(primarily as a discrete subject\) each week](#)

**The split AccessArt Curriculum**





[See the “Half” AccessArt Primary Art Curriculum designed for schools alternating Art with other subjects each half term](#)

**“Mixed Year Group” Curriculum**



[See the AccessArt Primary Art Curriculum designed for schools teaching in mixed year groups](#)

**The Mixed & Split Curriculum**



[See the AccessArt Primary Art Curriculum for schools with mixed year groups alternating art with another subject](#)