FAR	Art & Design Overview					
PRIMALE	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
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Year 1		 Drawing KLP: Observational sketches of the weather in our local environment. To learn the correct pencil grip. Use a variety of tools to experiment with drawing. Observe and draw landscapes by using our senses to explore the details. Christmas Crafts KLP: Use a range of materials to create Christmas crafts. Use a combination of materials that are cut, torn and glued with some independence. 	 Artist Focus – Van Gogh KLP: Ask and answer questions about a piece of work. Appraise a piece of work. Create a 'Starry Night' painting of a nocturnal animal. Use paint to represent the techniques shown by Van Gogh. Hold and use a paint brush effectively. Produce marks in the style of the artist. 	PRIN	 Painting (The Titanic) KLP: To study a piece of watercolour artwork and appraise it. To use watercolour paints to create a painting of the Titanic. To think about brush strokes to add detail. Select different brush sizes and shapes for different purposes. Collage (Under the Sea) KLP: To use a range of materials to create a collage of under the sea. To cut and join materials. 	 Drawing (Space) KLP: To use oil pastels to create a space picture. To show strong pencil grip. Select colours to represent their ideas. Observe and record shapes, patterns and textures seen in objects.
Year 2	Autumn colours KLP: • layering materials (leaves/sand) • mixing primary colours • application of water colour	Sketching and portraits KLP: • features of a portrait • proportionality • use of colour and shading • the colours and meaning of an advent wreath	Topic Specific- Images beyond living memory KLP: • how to experiment with tones using pencils, chalk or charcoal. • representing things observed, remembered or imagines using colour/tools • simple watercolour skills	Materials KLP: • how to make textured collages from a variety of media by folding, crumpling and tearing. • techniques to join fabrics and apply decorations such as a running or over stitch	Mapping and changes to the town KLP: • paintings of famous buildings • that different artistic works are made be craftspeople from different cultures and times	Acrimbundo KLP: • understand how to experiment with basic tools on rigid and flexible materials • particular techniques to create a chosen product and develop some care and control over materials and their use
Year 3	Cave Paintings – Charcoal and pastels Clay Jewellery KLP: • To explore the history and style of cave paintings • To explore the mysteries of prehistoric art • To use charcoal to create a cave painting	Volcano pictures using mixed media, pastel and paint KLP: To sketch a volcano using hot patch colours To use pastels / oil pastels to create a picture of a volcano using hot patch colours	Collage – Theatre Masks – Modroc KLP: To understand the significance of the comedy and tragedy masks both in the past and today. To design a mask based on the features of Ancient Greek masks. To create their mask out of Modroc	Beatrix Potter – Watercolours KLP: To find out about Beatrix Potter and her life. To sketch in the style of Beatrix Potter. To watercolour their sketch in the style of Beatrix Potter	Tudor Art KLP: To explore and recreate Tudor Portraits in the style of Hans Holbein. To use art to create a coat of arms. To create the Tudor Rose using Tissue paper	Painting - in the style of Georgia O'Keeffe KLP: To appreciate the work of different artists. To develop observational skills. To know how to create tints, shades and tones of colour.

		To use paint to create a picture of a volcano using hot patch colours	To decorate their mask using the medium paint	
Year 4	Roman Britain Design and make a MOSAIC Placemat KLP:	Rivers - Create original pieces that are influenced by the studies of chosen artists KLP: • Experiment using the styles of chosen artists – pastels • Look at and talk about the work of artists – Ken Done and local artist Rolf Parker - who use pastels and identify what techniques may have been used. • Record from observation and imagination • Organise line, tone, shape and colour to represent a river-scape • Choose, use and blend the colours to create mood and feeling • Suggest some improvements and say what was good and not so good about their finished work	Ancient Egypt – Drawing Skills KLP: Use different grades of pencil shade, to show different tones and texture Create drawings (observational, imagination etc.) by understanding that they are made using lines to create shapes Explore how patterns, textures and can be added to with dark and light tones. Draw objects with correct proportions Suggest some improvements and say what was good and not so good about their finished work Recognise different functions of drawing and the purpose of drawing in the wider world – as a tool for design, decoration or communication. Explore and explain art from other periods of history – Ancient Egypt – frontalism	 A Sense of Place KLP: Use collage and painting to develop and share ideas. Explore creating backgrounds using washes, bleeds and splashes Choose use and mix colours effectively. Use a range of brushes to create different effects Make effective and exciting choices when creating textures to combine visual and tactile qualities when creating collage. Suggest some improvements and say what was good and not so good about their finished work
Year 5	Illuminated letters Weaving KLP: • Use traditional methods to weave a piece of material. • Become familiar with the use of symmetry in Anglo-Saxon art alongside other design motifs. • To improve mastery of art and design technques including drawing, painting and sculpture, with a range of materials, eg. pencil, charcoal, paint, clay. • Design purposeful, functional, appealing products for themselves and other users based on design criteria. • Select from and use a range of tools and equipment to perform practical tasks, eg cutting,	Christmas cards/baubles/ decorations KLP: To use styles similar to those used in the Victorian era. To use collage techniques to create a piece of decorative art. To improve mastery of art and design technques including drawing, painting and sculpture, with a range of materials, eg. pencil, charcoal, paint, clay. Design purposeful, functional, appealing products for themselves and other users based on design criteria. Select from and use a range of tools and equipment to perform practical tasks, eg cutting,	William Morris- repeating patterns Architecture and structure - Watercolours KLP: • Understand who William Morris was. • Be able to recognise artwork created by Morris. • Be able to use colours and techniques similar to Morris. • NC - Learn about great artists, architects and designers in history. • NC - To improve mastery of art and design techniques including drawing, painting and sculpture, with a range of materials, eg. pencil, charcoal, paint, clay. • NC - To improve mastery of art and design techniques including drawing, painting and sculpture, with a range of materials, eg. pencil, charcoal, paint, clay. • NC - To improve mastery of art and design techniques including drawing, painting and sculpture, with a range of materials, eg. pencil, charcoal, paint, clay. • NC - To improve mastery of art and design techniques including drawing, painting and sculpture, with a range of materials, eg. pencil, charcoal, paint, clay. • Select from and use a range of tools and equipment to perform practical tasks, eg cutting, shaping, joining and finishing. • Art Week – Lowry KLP:	Cityscapes – Stephen Wiltshire KLP: To improve mastery of art and design techniques including drawing, painting and sculpture, with a range of materials, eg. pencil, charcoal, paint, clay. Select from and use a range of tools and equipment to perform practical tasks, eg cutting, shaping, joining and finishing.

shaping, joining and finishing. • Select from and use a wide range of materials and components including construction materials, textiles and ingredients according to their characteristics. • Learn about great artists, architects and designers in history.	shaping, joining and finishing.	 Use sketching and watercolour skills to create a painting in the style of LS Lowry. To improve mastery of art and design techniques including drawing, painting and sculpture, with a range of materials, eg. pencil, charcoal, paint, clay. Learn about great artists, architects and designers in history. 	
Rangoli Patterns (Diwali Art) Gods and Goddesses sketches/watercolours. KLP: Choosing and explaining their own style of painting. Using a wide range of techniques within painting such as: brush strokes, foreground, background Understand why they have used a technique.	Landscape art- Mountains and Rivers KLP: • Using a sketchbook to develop skills and ideas • Looking at the work of Georgia O'Keefe and David Hockney, comparing and contrasting landscape styles and re-recreating local landscapes in this style using paint, pastels and collage	Designing and making a Viking shield. Viking Gods and Goddesses - watercolours. Shakespeare portraits - sketching. KLP: Selecting tools to create drawings. Developing the techniques sketching shading and tinting. Create work, which is open to interpretation by the audience. Include both visual and tactile elements to their work. Combining pattern, tone and shape. Include technical aspects in their work. Choosing and explaining their own style of painting. Using a wide range of techniques within painting such as: brush strokes, foreground, background Understand why they have used a technique.	Sketches of WW2 soldiers. Propaganda Posters. KLP: Selecting tools to create drawings. Developing the techniques sketching shading and tinting. Justify the materials chosen for collage. Combining pattern, tone and shape. Include technical aspects in their work. Describe what their work is influenced by. Biome illustrations KLP: Understand the geographical elements of a biome Look at shape, colour and how the colour can be made lighter or darker to create shade and light patterns Create biome illustrations using wax, pastel and pen to be displayed in circular 'windows' Sketches responding to 'Preludes' by T.S. Eliot KLP: Understanding and responding to light and dark Experimenting with charcoal Looking at perspective Using shading to develop depth and movement