

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	ELG will be covered and met through continuous provision and children accessing Art area in classroom. Learning opportunities and key skills will be adapted based to the needs of each cohort.					
	<u>Continuous provision</u> Drawing Self-portraits (Experiment with form) Painting Painting characters (Experiment with colour) Painting colour monsters (represent own feelings) Printing Create Rangoli patterns (Experiment with design)	<u>Continuous provision</u> Drawing Create nativity pictures (experiment with form) Painting Creating blossom trees (experiment with colour and texture) Printing Creating repeated patterns through printing (experiment with texture and function) Sculptures Poppy collage (Experiment with texture) Create bear faces (safely use tools and resources)	<u>Continuous provision</u> Drawing Create portraits (Experiment with form and design) Create ambulances, doctors and nurses (represent ideas and thoughts). Painting Using colour for a purpose Create portraits using paint (Experiment with colour, design and texture) Use of water colours (experiment with colour and function) Mixing colours to create fire effect (experiment with colour) Sculpture Forest school – represent ideas through Art Making fire collages (Experiment with texture)	<u>Continuous provision</u> Drawing Design shells (experiment with form and function) Painting Paint animals (represent own ideas and thoughts) Using water paints (experiment with colour and texture) Printing Printing on fish using celery (experiment with colour, texture and design) Sculpture Creating pets (Experiment with texture and function, safely use resources) Create Chinese lanterns (Safely use resources)	<u>Continuous provision</u> Artists - Van Gough and Matisse Drawing Still life drawings (experiment with texture and form) Developing colouring skills (experiment with form and using tools) Painting Finger painting sunflowers (look at artists work and experiment with tools and colour) Printing Create symmetrical patterns (experiment with design, form and function) Sculpture Create flowers (safely use resources and experiment with textures) Matisse style artwork (experiment with texture and form)	<u>Continuous provision</u> Drawing Control colours (managing equipment effectively) Painting Use a variety of resources for painting (experiment with tools and techniques) Explore water colours Printing Create flags with patterns on (Experiment with design) Sculpture Create spaceships (Experiment with tools and equipment safely) Create evil pea (experiment with texture and resources)
Year 1	<u>Drawing</u> <i>Artist - Van Gough</i> Key Focus -Draw what can be seen -Draw different types of lines -Draw simple 2d geometric shapes -Draw faces putting features in the correct places -Use colouring pencils -Control pressure of pencils -Practise shading tones	Design and Technology Focus	Design and Technology Focus	<u>Painting</u> <i>Artist – Mondrian</i> Key Focus -Name primary colours -Mix secondary colours -Know warm and cool colours -Create thick and thin lines using brushes -Experiment with a wide range of applicators -Know the different ways of holding a paint brush -I know that we can arrange our colours on a colour wheel	Design and Technology Focus	<u>Printing</u> <i>-Exploring natural prints</i> Key Focus -Print using a range of materials such as corks, string, leaves, fruit and vegetables, experimenting with the creation of repeating patterns. -Create relief rubbings with a variety of tools and surfaces evaluating the effects and discovering patterns.

Year 2	<u>Drawing</u> <i>Artist - Lowry</i> <u>Key Focus</u> -Representing outlines -Drawing from observational memory and imagination. -Using simple lines and shapes -Drawing buildings -Using chalk and charcoal. -Control pressure to create tone. -Show pattern and texture	Design and Technology Focus	<u>Painting</u> <i>Artist – Kandinsky</i> <u>Key Focus</u> -Name and mix secondary and tertiary colours -Create shades and tints -Paint sophisticated shapes. -Choose the right paintbrush -Further improve skill and control when applying paint -Express creativity -Experiment with simple techniques to create texture	Design and Technology Focus	Design and Technology Focus	<u>Sculptures</u> <i>Artist – Goldsworthy</i> <u>Key Focus</u> -Use of a range of natural and manmade materials -To be able to roll, pinch, and manipulate clay. -Look at changes in clay as it dries. -Discuss and evaluate their own work and work of other sculptors
Year 3	<u>Drawing</u> <i>Chauvet Cave Drawings</i> <u>Key Focus</u> -Make larger scale drawings -Produce a final piece -Use a variety of line and organic shape to draw more abstract everyday form -Understand hard and soft lines -Use a variety of grades of pencil -Use shading to create tone -Begin to use shading	Design and Technology Focus	<u>Printing</u> <i>Artist - Andy Warhol</i> <u>Key Focus</u> -Print using Styrofoam and ink rollers. -Create prints using rolling, pressing and rubbing. -Learn how to set up and maintain ink stations. -Create patterns using print. -Create mono prints.	Design and Technology Focus	Design and Technology Focus	<u>Painting</u> <i>Tinga Tinga</i> <u>Key Focus</u> -Make complementary and analogous colours -Use colours imaginatively -varying the tones such as in skies and landscapes -Know how to use different tints and shades -Explore links between colours and feelings
Year 4	<u>Sculptures</u> <i>Ceramics</i> <u>Key Focus</u> -Create 3D forms -Plan a piece of work and manipulate materials effectively to create desired outcomes. -Sculpt clay effectively to create other shapes – pots. -To explore a range of techniques when using clay, pinching, coiling and slab techniques. -Discuss and evaluate work	Design and Technology Focus	<u>Drawing</u> <i>Artist – Pierre Maxo</i> <u>Key Focus</u> -Draw still life from observation -Begin to draw landscapes -Become aware of proportion, scale and order. -Practise sketching -Apply the effect of light on objects from different directions -Draw reflections using symmetry -Know how to apply oil pastels	Design and Technology Focus	Design and Technology Focus	<u>Painting</u> <i>Artist – Monet</i> <u>Key Focus</u> -Use water colours effectively -Use a harmonious colour palette -Make paintings with background, foreground and middle ground and use perspective. -Mix different thicknesses of paint -Analyse work of artists -Create moods in their paintings
Year 5	Design and Technology Focus	<u>Painting</u> <i>Artist – Leonardo Da Vinci</i> <u>Key Focus</u> -Mix subtle tones of colour - Control colours when painting through blending, reducing hue and improving translucency -Use mixed media work -Create mood and feelings i -Use layers of paint to add detail to painting -Control brush strokes and apply tints and shades when painting	Design and Technology Focus	<u>Printing</u> <i>Anglo Saxon</i> <u>Key Focus</u> -Print using several colours. -Create a print that meets a given criterion. -Use print resources appropriately knowing how to maintain and look after them. -Print onto different materials. -Combining prints and making connections discussing and	Design and Technology Focus	<u>Drawing</u> <i>Artist - Georgia O’Keeffe</i> <u>Key Focus</u> -Drawing human form -Draw neatly, evenly and with more confidence. -Understand the difference between sketching and rendering -Begin to select the most appropriate drawing materials and tools

		-Use a variety of tools to create texture		evaluating their own work and that of others.		-Organise line, shape and colour to represent figures and forms in movement. -Develop the use of mathematical proportion when drawing
Year 6	<u>Painting</u> <i>Artist – Whistler and Rayner</i> <u>Key Focus</u> -Paint with greater skill and control, applying tonal techniques and more complex colour theory to own work -Explain and establish their own style	Design and Technology Focus	<u>Drawing</u> <i>Artist – Holbein</i> <u>Key Focus</u> -Drawing Tudor style portraits -Develop own personal style. -Communicate emotions and a sense of self -Explain why they have chosen specific drawing techniques -Apply texture to portraits -Know how and when to sketch	Design and Technology Focus	<u>Sculptures</u> <i>Artist – Moore</i> <u>Key Focus</u> -To plan, modify and create a well-planned sculpture and evaluate the piece of work. -To create their own abstract imagery using taught techniques to reflect personal experience and expression. -Research, design and make to a brief. -Create sculptures by mixing media.	