



Trawden Forest Primary School Art & Design Overview

Year Group	Autumn	Spring	Summer
Early Learning Goals	Christmas cards Dragon scale printing, make a dragon Colours, colour mixing, Wow paintings Christmas cards & other seasonal activities.	Hot/cold colours, Frozen art Ice collages Landscapes/ seascapes, collages, making maps and flags.	Jungle scenes. Camouflage, animal patterns. Make animal homes, 3D animals Trawden Show entries Art Week
Year 1	Using drawings and paintings to develop and share their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	Find out about the work of a range of artists describing the differences and similarities and making links to their own work.	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. 3D animals using clay.
Year 2	Dragon drawings Make dragon eyes - clay Figure drawing with proportions	Formal Elements – patterns, rubbings, pencil skills, frottage. Make a boat that floats the best.	Circus theme art and design
Year 3	Dragon art - Sketching, using pastels and creating dragon eyes with clay Prehistoric Art - Studying how art was created in the Stone age and recreating using natural materials	Art and design skills - Develop techniques, including control and use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Formal elements of art	Circus theme art and design
Year 4	Dragons Drawing Skills – pattern, shading	Formal Elements – pattern, printing, reflection & symmetry.	Monet – painting, colour mixing, shade and tone.
Year 5	Formal elements - Hundertwasser House, architecture, monuments	Every picture tells a story – messages within art, Banksy, emojis	Art and design Design for a purpose – coat of arms
Year 6	3D form - Sculpture (AD) Drawing and editing Christmas –canvas	Textiles and printing witch silhouettes (ADT) Islamic art (AD) Printing and painting	Collage skills Rousseau- Camouflage (AD)



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Art		
Three and Four-Year-Olds	Physical Development	<ul style="list-style-type: none"> Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils.
	Expressive Arts and Design	<ul style="list-style-type: none"> Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises. Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc. Explore colour and colour mixing.
Reception	Physical Development	<ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Develop overall body-strength, balance, coordination and agility.
	Expressive Arts and Design	<ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.