

Art and Design Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Additional Lessons
EYFS	Drawing: Marvellous marks (6 lessons) Exploring mark making and using the language of texture, children use wax crayons to make rubbings and chalk on different surfaces. They use felt tips to explore colour and pencils to create observational drawings of their faces. 1. To investigate the marks and		Painting and mixed media: Paint my world (6 lessons) Creating child-led paintings using fingers and natural items as tools, children learn that colours can be mixed and that paintings can be abstract or figurative. They make collages and explore different techniques for using paint when creating splatter pictures.		Sculpture and 3D: Creation station (6 lessons) Manipulating playdough and clay to make animal sculptures and their own creations, children begin to use language associated with forces: push, pull, twist etc. They create natural landscape pictures using items they have found outdoors.		Seasonal Crafts
	patterns made by different textures 2. To explore making marks with felt tips 3. To explore making marks with chalk 4. To explore mark making using pencils 5. To create a simple observational drawing 6. To use a variety of colours and materials to create a self-portrait		 To explore paint through finger painting To create natural paintbrushes using found objects To respond to music through the medium of painting To make child-led collages using mixed media To create landscape collages inspired by the work of Megan Coyle To create a large piece of group artwork based around fireworks 		 To explore clay and its properties To explore playdough and its properties To create natural 3D landscape pictures using found objects To generate inspiration and conversation about sculpture art and artists To begin making 3D clay sculpture using the designs created last lesson To make 3D clay sculpture using the designs created last lesson 		
Year 1	Drawing: Make your mark (5 lessons) Developing observational drawing skills when exploring mark-making. Children use a range of tools, investigating how texture can be created in drawings. They apply their skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman. 1. To know how to create different types of lines		Painting and mixed media: Colour splash (5 lessons) Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by Clarice Cliff and Jasper Johns. 1. To investigate how to mix secondary colours 2. To apply knowledge of colour mixing when painting 3. To explore colour when painting		Sculpture and 3D: Paper play (5 lessons) Creating simple three-dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculpture. There are opportunities to extend learning to make a collaborative sculptural piece based on the art of Louise Bourgeois. 1. To roll paper to make 3D structures		Craft: Woven wonders (Lesson 1, 2 and/or 3)

	 To explore line and markmaking to draw water To draw with different media To develop an understanding of mark making To apply an understanding of drawing materials and markmaking to draw from observation 	 To experiment with paint mixing to make a range of secondary colours To apply their painting skills when working in the style of an artist To work collaboratively to plan and create a sculpture To apply painting skills when working in 3D 	
Year 2	Craft and design: Map it out (5 lessons) Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. They learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas, choosing the best to meet the brief. 1. To investigate maps as a stimulus for drawing 2. To learn and apply the steps of the felt-making process 3. To experiment with a craft technique to develop an idea 4. To develop ideas and apply craft skills when printmaking 5. To present artwork and evaluate it against a design brief	Painting and mixed media: Life in colour (5 lessons) Taking inspiration from the collage work of artist Romare Bearden, children consolidate their knowledge of colour mixing and create textures in paint using different tools. They create their own painted paper in the style of Bearden and use it in a collage, linked to a theme suited to their topic or classwork. 1. To develop knowledge of colour mixing 2. To know how texture can be created with paint 3. To use paint to explore texture and pattern 4. To compose a collage, choosing and arranging materials for effect 5. To evaluate and improve artwork Sculpture and 3D: Clay houses (5 lessons) Developing their ability to work with clay, children learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay. 1. To use my hands as a tool to shape clay 2. To shape a pinch pot and join clay shapes as decoration 3. To use impressing and joining techniques to decorate a clay tile 4. To use drawing to plan the features of a 3D model 5. To make a 3D clay tile from a drawn design	Drawing: Tell story (Lesson 2, 4 and/or 5)
Year 3	Drawing: Growing Artists (5 lessons) Using botanical drawings and scientific plant studies as inspiration, pupils explore the techniques of artists such as Georgia O'Keefe and Maud Purdy to draw natural forms, becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form. 1. To recognise how artists use shape in drawing	Craft and design: Ancient Egyptian scrolls (5 lessons) Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll. Ideas are extended to create a modern response by designing a 'zine'. 1. To investigate the style, pattern and characteristics of Ancient Egyptian art Sculpture and 3D: Abstract shape and space (5 lessons) Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro and Ruth Asawa. 1. To join 2D shapes to make 3D structures	Painting and Mixed Media Prehistoric painting (Lesson 1, 3 and/or 4)

	 To understand how to create tone in drawing by shading To understand how texture can be created and used to make art To apply observational drawing skills to create detailed studies To apply an understanding of composition to create abstract drawings 	 To apply design skills inspired by the style of an ancient civilisation To apply understanding of ancient techniques to construct a new material To apply drawing and painting skills in the style of an ancient civilisation To apply an understanding of Egyptian art to develop a contemporary response 	 To join materials in different ways when working in 3D To develop ideas for 3D artwork To apply knowledge of sculpture when working in 3D To evaluate and improve an artwork 	
Year 4	Drawing: Power prints (5 lessons) Using everyday electrical items as a starting point, pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print. 1. To draw using tone to create a 3D effect 2. To explore proportion and tone when drawing 3. To plan a composition for a mixed-media drawing 4. To use shading techniques to create pattern and contrast 5. To work collaboratively to develop drawings into prints	Painting and mixed media: Light and dark (5 lessons) Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques. 1. To investigate different ways of applying paint. To mix tints and shades of colour 2. To use tints and shades to give a three-dimensional effect when painting 3. To explore how paint can create very different effects 4. To consider proportion and composition when planning a still-life painting 5. To apply knowledge of colour mixing and painting techniques to create a finished piece	Craft and Design: fabric of nature (5 lessons) Using flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric. 1. To understand starting points in a design process 2. To explore magnification and mark making to develop new imagery 3. To explore using a textile technique to develop patterns 4. To learn how to create a repeating pattern 5. To understand how art is made for different purposes	Sculpture and 3D: Mega materials (Lesson 1, 2 and/or 5)
Year 5	Drawing: I need space (5 lessons) Developing ideas more independently, pupils consider the purpose of drawings as they investigate how imagery was used in the 'Space race' that began in the 1950s. They combine	Painting and mixed media: Portraits (5 lessons) Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for	Sculpture and 3D: Interactive installation (5 lessons) Using inspiration of historical monuments and modern installations, children plan by researching and drawing, a sculpture to fit a design brief. They investigate scale, the	Craft and design: Architecture (Lesson 3, 4 and/or 5)

	collage and printmaking to create a	developing their own unique self-portraits display environment and possibilities	
	piece in their own style.	in mixed-media. for viewer interaction with their piece.	
	 To explore the purpose and effect of imagery To understand and explore decision making in creative processes To develop drawn ideas through printmaking To test and develop ideas using sketchbooks To apply understanding of drawing processes to revisit and improve ideas 	 To explore how a drawing can be developed To combine materials for effect To identify the features of self-portraits To develop ideas towards an outcome by experimenting with materials and techniques To apply knowledge and skills to create a mixed-media self-portrait To explore how a drawing can be features of self-features of art installations To investigate the effect of space and scale when creating 3D art To problem-solve when constructing 3D artworks To plan an installation that communicates an idea To apply their knowledge of installation art and develop ideas into a finished piece 	
Year 6	Drawing: Make my voice heard	Craft and design: Photo opportunity Sculpture and 3D: Making memories	Painting and
	(5 lessons)	(5 lessons) (5 lessons)	mixed media:
			Artist study (Lesson 1, 4
	On a journey from the Ancient Maya	Exploring photography as a medium for Creating a personal memory box using	and/or 5)
	to modern-day street art, children	expressing ideas, pupils investigate scale a collection of found objects and	and, or s,
	explore how artists convey a message.	and composition, colour and techniques hand-sculptured forms, reflecting	
	They begin to understand how artists use imagery and symbols as well as	for adapting finished images. They use digital media to design and create primary school life with symbolic and personal meaning.	
	drawing techniques like expressive	photographic imagery for a specific design	
	mark making, tone and the dramatic		
	light and dark effect called 'chiaroscuro	1. To analyse now art can explore	
	ingrit aria dark errect canca criaroscaro	the concept of self 1. To apply an understanding of 2. To explore sculptural	
	To explore expressive drawing	composition to create an effective techniques	
	techniques	photomontage advertising poster 3. To use creative experience to	
	To consider how symbolism in	To apply understanding of abstract	
	art can convey meaning	art through photography sculpture	
	3. To apply understanding of the	3. To demonstrate an understanding 4. To apply an understanding of	
	drawing technique chiaroscuro.	of design choices made for effect materials and techniques to	
	4. To evaluate the context and	using digital photography work in 3D	
	intention of street art	techniques 5. To problem solve, evaluate and	
	5. To apply an understanding of	4. To apply an understanding of refine artwork to achieve a	
	impact and effect to create a	photography to design and recreate chosen outcome	
	powerful image	a famous painting 5. To demonstrate observation and	
		proportion to create art in a	
		photorealistic style	
<u></u>		prioto edistic style	