

Art Overview

Art: KS1

	Autum	n Term	Spring	g Term	Summe	er Term
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Portraits Painting Colour mixing Paul Klee Drawing People and portraits Collage Paul Klee inspired Rubbings Natural textures		ART: Photography Plants and trees Printing Vegetable printing repeating patterns Textiles Use gluing and stitching to create a 3D vegetable	ART: 3D Modelling Clay Animals Printing Animals- textures Drawing Animals, experimenting with different media and shading	Ч С	
Year 2	Painting Vincent Van Gogh 'Harvest In Provence'	S.M	Textiles Weaving: rainbows Wax Resist Rain paintings		Pattern/Symmetry Use natural objects to form works of art inspired by James Brunt (Yorkshire artist) Printing Paint/print symmetrical butterfly	

Art: KS2

	Autumn Term		Spring Term		Summer Term	
Year	Autumn 1	Autumn 2 ART: Line Cave Art – (natural	Spring 1	Spring 2	Summer 1 ART: Printing Prints of sea	Summer 2 ART: Photography Photograph
3		pigments-simplistic line drawings)			creatings	buildings and use iPad art to re- create the images (David Hockney)
Year 4	ART: Claywork Joining clay to make an amulet	ART and DT: 3D Work Make a volcano		<i>b</i> .		ART: Printing Andy Warhol. Awareness of 3D and a range of scales. Use a graphic package
Year 5	- <u>`</u>	Painting Artist study of LS Lowry			Drawing Portraits of famous people linked to the journeys studied	Painting/Collage Alpine landscapes Dif: Design an Alpine chalet
Year 6	ART: Collage Designs using natural materials	ART: 3D/Claywork Making pots in the style of the Maya		ART: Textiles/3D Greek Theatre mask		

	Autumn 1 Painting, Collage, Printing	Spring 1 Photography, Drawing Printing, Textiles	Spring 2 Clay, Printing, Drawing
Outcomes	 * Produce a painted self portrait, * Produce a collage portrait based on the work of Paul Klee * Explore and produce a range of rubbings (leaves) 	* Produce photos of vegetable plants * Create observational drawing of vegetables * Make vegetable prints using a range of media. * Make a 3D veget bleving gluing an artituting	 * Create 3D clay model * Create animal prints using different materials * Tor texture * Use different media and shading to create animal drawings
Skills	Painting * Use a variety of brush types and sizes, exploring different ways of using them. * Mix and match colours for observational work. * Identify primary colous. * Mix primary shades the tones Collage * Arrange and glue unterials	Photography * Externe ideastrong digital sources * Recording cameras, video. Dawna * Onserve shape and copy in awordrawing. * Use shapes as a basis for a more developed drawing * Draw lines and make marks from both observation and imagination.	3D Modelling * Manipulate malleable materials in a varity of ways, eg. Rolling, kneading etc. * Explore sculpture using a range of malleable media. * Use tools safely. * Use malleable material to create a texture. *Use malleable material to make for a purpose. Eg. A pot. *Use tools safely
	to different backgrounds. * Create images nom a variaty of reads, eg. Magazines, chepe paper, pibricieto Textiles	Printing * Print using a range of materials, eg. Sponge, corks, etc. * Make simple mono prints. * Print repeating patterns.	Printing * Roll printing ink over objects to make a print. Eg. bubble wrap, mesh, stencils. Drawing * Draw lines and make marks from both observation and imagination
	Change and modify theads / fabrics by knotting, aying, plaiting etc. Printing * Roll printing ink over objects to make a print. * Make rubbings to collect textures and pattern. Lines and Mark Making Draw onto a variety of surfaces using various media.	Textiles * Cut fabric into desired shapes using scissors. * Use glue and stitching to join pieces of fabric. * Use glue and stitching to apply decoration in the form of beads, sequins, buttons etc. *Use 2D shapes to create a 3D form.	 * Experiment with tone by using various media to create a range of light and dark marks. * Investigate texture by using appropriate language, rubbing, smudging, experimenting to recreate a texture observed. Painting Add texture to paint by adding other media, eg sand.

	Autumn 1 Painting, Line and Pattern	Spring 1 Painting, Textiles	Summer 1 Pattern, Symmetry, Printing, Collage
Outcomes	 * Produce a painting based on Vincent Van Gogh's 'Harvest in Provence' * Produce an Autumn leaf zentangle * Produce an Autumn Tree painting 	* Produce a rainback using textiles *Weather backer using fabric crayous * Rainy of turks using wave resist * Observations of amounts work representing the four seconds * Ligital weather pictures	* Produce outdoor art using natural materials Print symmetrical butterflies * Produce a collage based on natural wonders
Skills	Painting * Use a variety of brush types and sizes, exploring different ways of using them. * Mix and match drawn for observation work * work on different socies. * Mix primar shades and tones Ling and Paten Drawlines and make harks how both observation and hagination.	 * Mixtch and sort fabric, ibbdi, threads etc. in a valiety of ways, colour, texture, thickness etc. * Create fabrics by weaving. * Apply colour to fabric using printing, dyeing, fabric crayons. Create and use homemade dyes, eg. Tea/coffee, onion skin Painting * Use and know some of the properties of different types of paint. * Experiment with different tools and techniques eg. Layering paint, scraping, etc. * Use simple graphics package to create images, increasing skill levels- using different brush sizes, eraser, shape, fill tools etc. * Use basic selection and cropping tools. 	Pattern * Experiment with joining recycled, natural and man- made materials. Printing * Print using a range of materials, eg. Sponge, corks, etc. * Make simple mono prints. * Roll printing ink over objects to make a print. Eg. Bubble wrap, mesh, stencils. * Create simple printing blocks. * Experiment with overprinting motifs and colour. Collage * Arrange and glue materials to different backgrounds. * Fold, crumple and overlap different materials to create depth, texture etc. * Create images from a variety of media, eg. Magazines, crepe paper, fabric etc. * Work on different scales.

	Autumn 2 Line	Summer 1 Printing	Summer 2 Photography Digital Media
Outcomes	Create a cave painting using natural pigments and charcoal.	Block prints of sea creatures Make a large-scale fabric hanging of Rock layes and fossils using appriety of different textiles.	Subtographic liferent buildings then use iPad art to re-create the images using Land Hockney's work as inspiration. Skotches of Significant ocal buildings.
Skills	Painting * Experiment creating different effects eg. Colour washes * Mix and use tints and shades. * Make marks and lines using a wide range of media, e.g., Charcoal, pastels etc. *Know which primary colours make secondary colours and the collector fix them *Use mate specific colour language *Mit and use tints and wate	 Printing * Create printing blocks using a relief or impressed method. * Greate repeating poterns. Printwith two colour overlays. Pextiles *Use a variety of rechniques to create texture e.g., weaving, stitching, dyeing etc. *Develop skills in stitching, cutting, joining 	Digital Media * Record using camera, video. * Present recored visual images using software * Use a graphic package with increasing skill and accuracy to create images. Drawing *Experiment with different grades of pencil. *Use different grades of pencil to draw different forms and shapes *Use different grades of pencil to create variations of tone.

	Autumn 1 Claywork	Autumn 2 3D Work	Summer 2 Printing/Digital Media
Outcomes	Create an Egyptian Amulet	Create a papier Mache volcano	Create print dsing a graphic print dsing
Skills	Claywork/3D Work * Join clay successfully in order to create a sound construction. * Create textures in malleable materials. * Experiment with paste resist. * Apply simple use of pattern in a drawing.	3D Work * Begin to show an awareness citablects being 3D. * Plan, relign and make models from observations and imagination. * Use papier market to created a simple 3D object. * Created exture with a respective for a simple 3D object. * Created exture with a respective for a simple 3D object. * Created exture with a respective for a simple 3D object. * Created exture with a respective for a simple 3D object. * Created exture with a respective for a simple 3D object. * Coultinue to experiment with collage techniques such as tearing, layering, scrunching etc to create images.	Printing/Digital Media * Desent recored visual mages using software eg. Powerpoint. * Use a graphic package with increasing skill and accuracy to create images. * Print with two colour overlays.
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	Autumn 2 Painting	Summer 1 Drawing	Summer 2 Painting
Outcome	Artist Study of LS Lowry	Portraits of famous people linked to the journeys studied	Algine Adscapes
Skills	Painting * Develop a painting from a drawing. * Mix and match colours to create light and atmosphere. * Identify primary, secondary and complementary colours. * Work with complementary colours * Begin to use simple perspective in their work * Begin to show all awareness of composition eg. Foreground, middlegatind, background * Beginto stoveawareness of how paintings are realed in Composition.	Drawing * Use dry and we media to experiment using line marks, patherns and shapes. * Explore coldur mixing and bleating using coloured pencils. * Stat to sevelop own styn Using various drawing media.	 Develop a painting from a drawing. Mix and match colours to create light and atmosphere. Identify primary, secondary and complementary colours. Work with complementary colours Begin to use simple perspective in their work. Begin to show an awareness of composition eg. Foreground, middleground, background. Begin to show awareness of how paintings are created ie. Composition.

	Autumn 1 Collage	Autumn 2 3D/Claywork	Spring 2 Textiles/3D
Outcomes	Create designs using natural media	Create a Mayan pot	Create a Grecian theatre mask
Skills	Collage * Add collage to a drawn or painted work. * Use different colours, textures and media when creating collage effects.	3D/Claywor * Make models from observation and imagination. *Nan a sculp ure through draving work * Continue to develop clay skills. * Node o intricate patherns and textures using Noteable materials.	* Use fabrics to create a 3D structure. * Use different grades of needles and threads. * Experiment with fabrics to create interesting colours textures & effects.
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