

	Autumn (half term) Art	Spring (half term) Art	Summer (half term) Art
Foundation Stage	<p>Link to Geog (Homes) and Science (Body parts)</p> <p>Drawing- develop control when drawing simple shapes using a range of materials.</p> <p>Craft – make simple pictures by cutting, sticking and collaging a range of textures.</p> <p>Printing – printing blocks from materials they have cut shaped or moulded</p> <p>Artist – Paul Klee (Abstract 20th C)</p>	<p>Link to History & Lit (Castles & Fairytales)</p> <p>Science (Living Things & Growth)</p> <p>Drawing- shade areas and shapes as neatly as they can.</p> <p>Painting – uses brushes correctly and blend colours in a palette mixing primary colours, exploring light and dark.</p> <p>Artist – Mary Blair (Modernist 20th C)</p> <p>Van Gogh (Post Impressionism 19th C)</p>	<p>Link to Science (Living Things & Growth)</p> <p>Drawing- draw things from observation or imagination in different ways to create different effects.</p> <p>Sculpture – cut, form and join familiar shapes into models.</p> <p>Computers – taking photos on digital camera learning to focus and position.</p> <p>Artist – Andy Goldsworthy Sculptures</p> <p>Various forest drawings & photos</p> <p>Claude Monet (Impressionism) & Honuksai (19th)</p>
Year 1 / 2 Cycle A	<p>Link to Geog</p> <p>Drawing- control pressure and explore light and dark.</p> <p>Painting- Mixing secondary colours, Shades & Block colour, Develop control of the brush</p> <p>Computers - use digital camera, frame the shot, edit using simple software.</p> <p>Artist – Chris Neale (present)</p>	<p>Link to History</p> <p>Drawing- explore lines and marks to describe surfaces, textures and form.</p> <p>Craft & Design- design something imagined</p> <p>Collage – select colours, shapes images form sources</p> <p>Artist – Lowry (Urban landscapes-mid 20th cent)</p>	<p>Link to Science (plants)</p> <p>Drawing-develop control when drawing using simple 2D geometric shapes to create forms.</p> <p>Printing- mono printing, block printing, relief printing or by etching into soft materials</p> <p>Artist- Paul Klee (Abstract 20th)</p>
Year 1 / 2 Cycle B	<p>Link to Geog</p> <p>Drawing- shading areas neatly without space and gaps.</p> <p>Craft - experiment with forms such as weaving, sewing, etchings</p> <p>Computers - using digital cameras to frame a shot and edit using simple software</p> <p>Artist – John Constable (Realism 18th Cent)</p>	<p>Link to Science (animals)</p> <p>Drawing- explore the differences and similarities between a range of drawing media i.e. charcoal, crayons.</p> <p>Painting - develop brush control, Paint on a range of surfaces i.e. card, fabric</p> <p>Artist – Henri Rousseau (post-impressionist 19th)</p>	<p>Link to History (Transport)</p> <p>Drawing- identify and draw detail, texture and pattern.</p> <p>Design & Sculpture- design complex forms from imagination and invention. Use modelling clay – cut, tear, join, press</p> <p>Artist – Various looking at transport through history.</p>
Year 3 / 4 Cycle A	<p>Link to Geog</p> <p>Drawing- identify and draw geometric shapes in nature. Create dark and light tones and explore different drawing materials.</p> <p>Painting – develop control and precision when painting detail. Mix secondary and tertiary colours to express ideas.</p> <p>Printing (mono printing, block printing, relief printing etc.) To create artwork that might be related to bigger topics and themes or to explore patterns for example.</p> <p>Artist- Tingatinga artists various, palaeolithic art</p>	<p>Link - Light - Science</p> <p>Drawing- further practise shading tones with few gaps. Effectively blend shading and rub edges or refine them.</p> <p>Craft – develop collage as an art form and explore crafts such as jewellery, weaving, modelling.</p> <p>Computers - make art using digital means; drawing & painting programmes, photo manipulation.</p> <p>Artist - Bridget Riley - pop art– creating optical illusions.</p>	<p>Link- Where in the World am I? - Geograpy</p> <p>Drawing – develop confidence making marks to describe a wide range of surfaces, textures and forms. Record experiences like trips and draw things from their environment or photos taken.</p> <p>Design and Sculpture- design art for different purpose and make in 3D using card, wire, modelling materials. Finish and present work.</p> <p>Artist- Duchamp – 20th century – sculpture using everyday objects</p>
Year 3 / 4 Cycle B	<p>Link – Geography - Mayans</p>	<p>Link – Science – changing state</p>	<p>Link – History - Romans</p> <p>Drawing- further practise shading tones with few gaps. Effectively blend shading and rub edges or refine them.</p>

	<p>Drawing- accurately identify 2D and 3D geometric shapes when drawing from observation or 2nd hand sources. Explore a range of hard and soft mediums.</p> <p>Painting – use different types of paint accurately to experiment with colour, texture and composition to create express purpose.</p> <p>Computers - make art using digital means; drawing & painting programmes, vector drawing.</p> <p>Artist - Frida Kahlo – Mexican artist</p>	<p>Drawing- practice sketching using more deliberate and measured lines. Apply skills to both realistic and abstract drawings.</p> <p>Design and Sculpture - Design and make 3D sculptures using modelling materials; understanding how to finish and present their work to a good standard.</p> <p>Artist - Contemporary artist – Rachel Whitehead – making sculptures using a variety of materials and containers</p>	<p>Craft – gain experience in using collage, explore crafts such as embroidery, felt, weaving, jewellery, batik etc.</p> <p>Printing - use printing to create both individual images and repeat patterns.</p> <p>Artist - Roman mosaics and jewellery – Ancient art</p>
Year 5 / 6 Cycle A	<p>Link – Spring 1 Amazon rainforest the animals found there– geography. Spring 2- The Tudors.</p> <p>Drawing- confidently draw 2D and 3D geometric forms and shade neatly and evenly, blending tones from light to dark.</p> <p>Painting - develop skills to paint neatly and carefully, without leaving gaps or messy edges. paint in creative style when the painting demands.</p> <p>Computers – produce digital art using computers, drawing & painting programmes, vector drawing & photo manipulation.</p> <p>Artist – Spring 1 : Carol Gillan 1961- present day– Fine art animal portraiture.</p> <p>Spring 2: Self Portraits- Vincent Van Gogh 1853-1890 post impressionist. Tudor portraiture\; \kings and Queens.</p>	<p>Link – The Environment – Geogrpahy Aut 1 History Aut 2 – The Bayeaux tapestry</p> <p>Drawing- control amount of force/pressure when drawing to understand the difference between sketching and rendering more deliberate marks.</p> <p>Craft – gain experience in using collage, explore crafts such as embroidery, felt, weaving, jewellery, batik etc.</p> <p>Printing - create artwork with singular images or patterns. Use more complex printing blocks with mathematical and visual precision.</p> <p>Artist Aut 1– Louise Nevelson 1899- 1988 (monochromatic sculpture/ 3D collage)</p> <p>Aut 2 –</p>	<p>Link – Summer 1: Life in the freezer geography. Summer 2: The English Civil war- DT creating trebuchets and catapults/ food.</p> <p>Drawing- draw for a range of purposes; thinking, designing, creating, realising, imagining. Find and know artists’ drawings they like, appreciate and admire to influence their own drawing style.</p> <p>Design and Sculpture- design/make more complex forms in 3D, using a range of modelling materials, finishing work to a good standard.</p> <p>Artist – Lisa Goren – Frozen and polar landscape artist – 20th century.</p> <p>Artist-</p>
Year 5 / 6 Cycle B	<p>Link – Aut 2 History WW2</p> <p>Drawing- draw in own personal style, knowing how & when to sketch and when to render more confident line, developing ability to skilfully control the outcomes.</p> <p>Design and Sculpture- design/make more complex forms in 3D, using a range of modelling materials, finishing work to a good standard.</p> <p>Artist – Various artists who used</p>	<p>Link – Industrial revolution The Victorians.</p> <p>Drawing- learn how to describe form from several different light sources. Know and apply very basic one-point perspective.</p> <p>Painting - control paint to work in different ways; create 3D form, depth and distance using colour and tone.</p> <p>Computers – produce complex digital art using computers, drawing & painting programmes, vector drawing & photo manipulation.</p> <p>Artist – William Morris printing techniques 1834-1896 British Textile artist.</p> <p>LS Lowry-1887-1976 industrial scenes and life in industrial England.</p>	<p>Link – History - Victorians – reforms and the arts and craft movt.</p> <p>Drawing- work in a range of media; choice over what materials, working to own strengths and personal tastes.</p> <p>Craft - gain experience in using collage, explore crafts such as embroidery, felt, weaving, jewellery, batik etc.</p> <p>Artist – Salvador Dali – jewellery</p>

