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|  | Autumn (half term)**Art** | Spring (half term)**Art** | Summer (half term)**Art** |
| Foundation Stage | **Link to Geog (Homes) and Science (Body parts)****Drawing-** develop control when drawing simple shapes using a range of materials.**Craft –** make simple pictures by cutting, sticking and collaging a range of textures.**Printing –** printing blocks from materials they have cut shaped or moulded**Artist – Paul Klee *(Abstract 20th C)***  | **Link to History & Lit (Castles & Fairytales)** **Science (Living Things & Growth)****Drawing-** shade areas and shapes as neatly as they can.**Painting –** uses brushes correctly and blend colours in a palette mixing primary colours, exploring light and dark.**Artist – Mary Blair *(Modernist 20th C)*** **Van Gogh *(Post Impressionism 19th C)***  | **Link to Science (Living Things & Growth)****Drawing-** draw things from observation or imagination in different ways to create different effects.**Sculpture –** cut, form and join familiar shapes into models.**Computers –** taking photos on digital camera learning to focus and position.**Artist – Andy Goldsworthy Sculptures****Various forest drawings & photos****Claude Monet (Impressionism) & Honuksai (19th)** |
| Year 1 / 2Cycle A | **Link to Geog****Drawing-** control pressure and explore light and dark.**Painting-** Mixing secondary colours, Shades & Block colour,Develop control of the brush**Computers -** use digital camera, frame the shot, edit using simple software.***Artist – Chris Neale (present)*** | **Link to History****Drawing-** explore lines and marks to describe surfaces, textures and form.**Craft & Design-** designsomething imaginedCollage – select colours, shapes images form sources**Artist – Lowry (Urban landscapes-mid 20th cent)** | **Link to Science (plants)****Drawing-**develop control when drawing using simple 2D geometric shapes to create forms.**Printing-** mono printing, block printing, relief printing or by etching into soft materials***Artist- Paul Klee (Abstract 20th)*** |
| Year 1 / 2Cycle B | **Link to Geog** **Drawing-** shading areas neatly without space and gaps.**Craft -** experiment with forms such as weaving, sewing, etchings**Computers -** using digital cameras to frame a shot and edit using simple software**Artist** – **John Constable (Realism 18th Cent)** | **Link to Science (animals)****Drawing-** explore the differences and similarities between a range of drawing media i.e. charcoal, crayons.**Painting -** develop brush control, Paint on a range of surfaces i.e. card, fabric**Artist – Henri Rousseau (post-impressionist 19th)**  | **Link to Science (plants/nature)****Drawing-** identify and draw detail, texture and pattern.**Design & Sculpture-** design complex forms from imagination and invention. Use modelling clay – cut, tear, join, press**Artist** – **Barbara Hepworth (20th century abstract sculptur)** |
| Year 3 / 4Cycle A | **Link to Geog****Drawing-** identify and draw geometric shapes in nature. Create dark and light tones and explore different drawing materials.**Painting –** develop control and precision when painting detail. Mix secondary and tertiary colours to express ideas.**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. ***Artist- Tingatinga artists various, palaeolithic art***  | **Link - Light - Science****Drawing-** further practise shading tones with few gaps. Effectively blend shading and rub edges or refine them.**Craft –** develop collage as an art form and explore crafts such as jewellery, weaving, modelling.**Computers -** make art using digital means; drawing & painting programmes, photo manipulation.**Artist - Bridget Riley - pop art– creating optical illusions.** | **Link- Where in the World am I? - Geograhpy****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.**Design and Sculpture-** design art for different purpose and make in 3D using card, wire, modelling materials. Finish and present work.**Artist- Duchamp – 20th century – sculpture using everyday objects** |
| Year 3 / 4Cycle B | **Link – Geography - Mayans****Drawing-** accurately identify 2D and 3D geometric shapes when drawing from observation or 2nd hand sources. Explore a range of hard and soft mediums.**Painting –** use different types of paint accurately to experiment with colour, texture and composition to create express purpose.**Computers -** make art using digital means; drawing & painting programmes, vector drawing.**Artist - Frida Kahlo – Mexican artist** | **Link – Science – changing state****Drawing-** practice sketching using more deliberate and measured lines. Apply skills to both realistic and abstract drawings.**Design and Sculpture -** Design and make 3D sculptures using modelling materials; understanding how to finish and present their work to a good standard. **Artist - Contemporary artist – Rachel Whitehead – making sculptures using a variety of materials and containers** | **Link – Geography-Weather****Drawing-** further practise shading tones with few gaps. Effectively blend shading and rub edges or refine them.**Craft –** gain experience in using collage, explore crafts such as embroidery, felt, **weaving**, jewellery, batik etc.**Printing -** use printing to create both individual images and repeat patterns.**Artist – Anni Albers** |
| Year 5 / 6Cycle A | **Link – The Environment – Geography (Aut 1)** **Drawing-** confidently draw 2D and 3D geometric forms and shade neatly and evenly, blending tones from light to dark.**Painting -** develop skills to paint neatly and carefully, without leaving gaps or messy edges. paint in creative style when the painting demands.**Design and Sculpture-** design/make more complex forms in 3D, using a range of modelling materials, finishing work to a good standard. **Craft (Link to DT Christmas Decoration)–** explore crafts such as embroidery, felt, weaving, jewellery, batik etc.**Artist – Louise Nevelson 1899- 1988 ( monochromatic sculpture/ 3D collage)** | **Link – Spring 2- The Tudors.****Drawing-** control amount of force/pressure when drawing to understand the difference between sketching and rendering more deliberate marks.**Craft –** gain experience in using collage**Computers –** produce digital art using computers, drawing & painting programmes, vector drawing & photo manipulation.**Artist – Hans Holbein the Younger (16th Century)****Tudor portraiture - Kings and Queens.** | **Link –.****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.   **Painting -** control paint to work in different ways; create 3D form, depth and distance using colour and tone**Artist – Keith Haring and graffiti art – Modern 21st century.** |
| Year 5 / 6Cycle B | **Link – Aut 2 History WW2****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. Know and apply very basic one-point perspective.  **Craft -** gain experience in using collage, explore crafts such as embroidery, felt, weaving, jewellery, batik etc.**Artist – Ernest Boye Uden 1911-1986 – Official WW2 Artist with the National Fire Service**  | **Link – Industrial revolution****The Victorians.****Drawing-** learn how to describe form from several different light sources. **Printing -** create artwork with singular images or patterns. Use more complex printing blocks with mathematical and visual precision.**Computers – produce complex digital art using computers, drawing & painting programmes, vector drawing & photo manipulation.** **Artist – William Morris printing techniques 1834-1896 British Textile artist.** | **Link – History - Victorians – reforms and the arts and craft movt.****Drawing-** work in a range of media; choice over what materials, working to own strengths and personal tastes.**Design and Sculpture-** design/make more complex forms in 3D, using a range of modelling materials, finishing work to a good standard. **Artist – Alberto Giacometti – Sculpture – 1930s**  |