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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 / 2  Cycle 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 imagined  Collage – 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 / 2  Cycle 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 / 4  Cycle 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 / 4  Cycle 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 / 6  Cycle 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 / 6  Cycle 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** |