

Art Long Term Plan

Long Term Coverage						
Through a high-quality Art and Design education, pupils will be engaged, inspired and challenged; equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. We endeavour for pupils to be keen to learn new skills and work hard to perfect those shown to them. Learning will often be cross-curricular; helping to express feelings and emotions through art. Through creative learning experiences, pupils will develop resilience and ambition to do well and inspire others.						
National Curriculum Objectives	KS1			KS2		
	To use a range of materials creatively to design and make products. To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.			To create sketch books to record their observations and use them to review and revisit ideas To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] Learn about great artists, architects and designers in history		
Autumn Term						
	Y1/2 (cycle a)	Y1/2 (cycle b)	Y3/4 (cycle a)	Y3/4 (cycle b)	Y5/6 (cycle a)	Y5/6 (cycle b)
Theme	Study of artists- Critical and contextual skills	Printing	Study of artists- Critical and contextual skills	Printing	Study of artists- Critical and contextual skills	Printing
Objective	Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	Learn about great artists, architects and designers in history.	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	Learn about great artists, architects and designers in history.	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
Coverage	To identify different art forms, (in the style of chosen artist) To explore and suggest reasons for the artist's intention or meaning of the work. To look at and describe what they see, think and feel when looking at images and artefacts. To create art in the style of chosen artist. To talk about similarities and differences in their work and the style of chosen artist. To use their consideration of artist's work to improve their own.	To explore printing pictures with a range of hard and soft materials e.g. cork, pen barrels, sponge. To experiment printing with a range of colours available. To investigate properties of printing materials onto paper, fabrics, (different textured printing materials) To experiment using a variety of printing techniques, i.e. carbon printing, relief, press and fabric printing and rubbing. To design a repeated printing pattern. To adapt their work according to their views and to annotate work in sketchbooks.	To observe the work of artists, craftspeople and designers to build understanding and discuss this with others. To explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. To make thoughtful observations about starting points and select ideas to use in their work. To create art in the style of chosen artist with some accurate representation. To compare ideas, methods and approaches in their own and others work. To adapt their work according to their views and to annotate work in sketchbooks.	To experiment printing with a variety of materials, objects and techniques including layering. To explore pattern and shape, creating designs for printing. To make thoughtful observations about starting points and select ideas to use in their work. To investigate the kinds of print in order to get the effect they want. To research, create and refine a print using a variety of techniques. To use printing techniques to produce an end piece.	To observe the work of artists, craftspeople and designers to build understanding and discuss this with others. To explore the roles and purposes of artists, craftspeople and designers working in different times and cultures and use the work of other cultures as a stimulus for observation, ideas, ways of making and decoration. To question and make thoughtful observations about starting points and select ideas to use in their work. To create printing blocks by simplifying an initial sketch artist's work and use relief or impressed method. To compare ideas, methods and approaches in their own and others work and say what they think and feel about them. To adapt their work according to their views and describe how they might develop it further. To annotate work in sketchbook.	To evaluate existing products to develop a range of ideas from different sources. To explore overlaying colours and overlying print with different media. To use sketchbooks to collect and record visual information from different sources as well as planning and collecting source material. Adapt their work according to their views and describe how they might develop it further. Annotate work in sketchbook. To create printing blocks by simplifying an initial sketch book idea and use relief or impressed method. To create prints with three colour print overlay. To use printing techniques to produce an end piece. To evaluate and modify work against their own design brief.
Progression	KS1 Study of artists- Critical and contextual skills	KS1 Printing	LKS2 Study of artists- Critical and contextual skills	LKS2 Printing	UKS2 Study of artists- Critical and contextual skills	UKS2 Printing
Spring Term						
	Y1/2 (cycle a)	Y1/2 (cycle b)	Y3/4 (cycle a)	Y3/4 (cycle b)	Y5/6 (cycle a)	Y5/6 (cycle b)
Theme	Drawing techniques and skills	Painting Skills	Drawing techniques and skills	Painting Skills	Drawing techniques and skills	Painting Skills
Objective	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	To create sketch books to record their observations and use them to review and revisit ideas.	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	To create sketch books to record their observations and use them to review and revisit ideas.	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
Coverage	To experiment with a variety of media. To control the types of marks made with the range of media. To investigate tone by drawing light/dark lines, patterns and shapes using a pencil. Name, match and draw line/marks from observations. To draw carefully in line from observation, recording shape and positioning of all man/made with some care. To use a viewfinder to select a view, or shapes and visual clues in an image and then record what is selected within the frame. To use a sketchbook to plan and develop simple ideas, recording what they see and collect and recording new processes and techniques.	To investigate mark-making using thick brushes, sponge brushes for particular effects. To select and use different brushes to explore and make marks of different thicknesses and varying wet and dry paint techniques. To spread and apply paint to make a background using wide brushes and other tools to express backgrounds and context. To experiment in lightness and darkness without the use of black or white. Begin to mix colour shades and tones. To investigate, experiment, mix and apply colour for purposes to represent real life. Ideas and convey mood. To use colour and painting skills and apply surface techniques to create or suggest a place, time or season.	To use a sketchbook to explore a range of drawing tools with control and dexterity using a variety of media. To draw in line with increasing control when taking a line for a week, or in scale applying rules of simple perspective. To develop techniques to create intricate patterns using different grades of pencil and other information/media to create lines, marks and other tools to express background and context. To collect and record visual information/media from different sources as well as planning and collecting source material for future work in sketchbooks (e.g. animal style studies) To draw for a sustained period of time applying drawing techniques taught. To develop further drawings featuring the third dimension and perspective.	To understand how artists use warm and cool colour using this when many paint to express a mood in a work. To mix and use primary and secondary colours with the addition of black and white and other hues. To experiment using different brush types for specific purposes. To explore the effect on paint of adding water, glue, sand, sawdust and use this in a painting. To represent things observed, remembered or imagined, using colour selecting appropriate paint and brushes. To create a painting from designs and research to communicate an ideal or emotion.	To select, use and manipulate a range of drawing tools, using them with control and dexterity to accurately represent from observation. To use different techniques for different purposes i.e. shading, hatching within their own work, understanding which works well in their work and why. To use sketchbooks to collect, record and plan for future works. To adapt their work according to their views and describe how they might develop it further. To draw for a sustained period of time over a number of sessions working on one piece. To express their ideas and observations responding to advice from others to rework and improve design ideas. To develop further simple perspective in their work using a simple focal point and horizon. Develop an awareness of composition, scale and proportion in their paintings.	To research artist styles and cultures to analyse a variety of sources. To explore different effects by using a variety of tools and techniques such as dots, scratches and splashes, and applying paint in layers. To experiment in selecting from different methods to apply colour using a variety of tools and techniques to express mood or emotion. To plan by drawing symbols, forms, shapes, and composition when exploring the work of other artists/cultures informing their painting plan. To carry out preliminary studies, test media and materials and mix appropriate colours to explore the effect of light and colour, texture and tone on natural and manmade objects. To create a painting from drawing (using the plan designed)
Summer Term						
	Y1/2 (cycle a)	Y1/2 (cycle b)	Y3/4 (cycle a)	Y3/4 (cycle b)	Y5/6 (cycle a)	Y5/6 (cycle b)
Theme	3D work skills	Textiles	3D work skills	Textiles	3D work skills	Textiles
Objective	To use a range of materials creatively to design and make products. To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	To use a range of materials creatively to design and make products.	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
Coverage	To identify different forms of sculpture (used/purposes/ artists work) To explore modelling in malleable/plastic materials and control form to assemble basic shapes or forms e.g. bodies/head and add surface features. To test, recognise and control surface experimenting with basic tools or rigid/plastic materials (e.g. playdough/ subdough) To use clay to construct a simple functional form such as a pinch pot or coil pot, smoothing and joining clay with care. To explore different ways of finishing work e.g. paint/ varnish/ glaze.	To explore a range of materials and discuss what materials products are made from. To experiment joining materials using a range of methods e.g. tape, glue etc. To design purposeful, functional, appealing products for themselves and other users based on design criteria. To begin to measure, mark out, cut and shape materials and to use the knowledge, understanding and skills to assemble, join and combine materials and components to create their design. To evaluate their ideas and products against design criteria.	To observe the work of sculptors to build understanding and discuss this with others. To explore joining methods to join materials adequately. To plan and develop ideas and making informed choices in media to create a 3D model. To construct and adapt their model using their design criteria. To demonstrate using tools safely to develop surface patterns/ textures and use them when appropriate. To explore different ways of finishing work with some decorative detail e.g. paint/ varnish/ glaze.	To explore and evaluate a range of existing products and discuss their functional properties. To explore joining methods to join materials accurately using temporary and permanent ways. To use research and design criteria to design purposeful, functional, aesthetically appealing products for themselves and other users. To measure, mark out, cut and shape materials and components identified in their design with some accuracy. To use the knowledge, understanding and skills to assemble, join and combine materials and components to create their design with some accuracy. To evaluate their ideas and products against design criteria and consider the views of others to improve their work	To explore how a model can be used as a starting point for 3D work with a particular focus on form, shape, pattern, texture, colour. To study 3D work and techniques from a variety of genres and cultures. To use study of 3D work from a variety of genres and cultures to develop their own response through models, experimentation and design stages. To make imaginative use of the knowledge they have acquired of tools, techniques and materials to express own ideas and feelings. To use imaginative use of the knowledge they have acquired of tools, techniques and materials to express own ideas and feelings. To use different ways of finishing work to a high standard based on their design criteria: glaze, paint, polish.	To explore and evaluate a range of existing products based on their functional properties and aesthetic qualities To explore methods to join materials accurately using permanent joining techniques. To use research and design criteria to design purposeful, functional, aesthetically appealing products for themselves and other users based on design criteria. To generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups etc., where appropriate. To measure and mark out, cut and shape materials and components accurately as identified in their design. To use the knowledge, understanding and skills to assemble, join and combine materials and components to create their design to achieve a quality product making modifications as they go along. To evaluate their products identifying strengths and areas for development, and carrying out appropriate tests, suggesting how their product could be improved.