



Art & Design Long Term Plan

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

	Year 1						Year 2					
	Memory Box	Bright Lights, Big City	Moon Zoom!	Dinosaur Planet	The Enchanted Woodland	Superheroes	Street Detectives	Towers, Tunnels & Turrets	Land Ahoy!	Muck, Mess & Mixtures	Wriggle & Crawl	The Scented Garden
Use a range of materials creatively to design and make products	Cut, roll and mould materials. Arrange and sort collage materials into a recognisable image	Cut, roll and mould materials. Create repeating pattern in print.	Use of IT to create a scene.	Cut, roll and scrunch materials for collage. Manipulate materials for a mould.	Cut, roll and mould materials. Use of IT to create a scene.	Cut, roll, glue and mould materials.	Pressing, rolling, rubbing and stamping techniques. Weaving fabric and thread. Using a range of materials. Use of IT to create an image.	Pressing, rolling, rubbing and stamping techniques. Using a range of materials, to cut, roll and mould	Using a range of materials. Cut and manipulate materials.	Using a range of materials. Marbling technique to create art.	Weaving fabric and thread. Attaching a range of materials.	Using a range of materials.
Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination	People's feelings in paintings and drawings.	Creating moods.	Experimenting with 'Brusho' paint techniques.	Close observation skills on shapes. Sculpting clay.	Shapes, patterns and textures.	Showing feelings in paintings and drawings.	Mixing colours to match and image.	Arranging 2D shapes in an imaginative way.		Painting techniques. Blending chalk pastels		Experimenting with stamping, printing and flicking paint techniques.
Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	Using shapes for faces.	Using pencil to create thickness. Using pencils to draw recognisable outlines	Improving brushstrokes. Mixing colours, naming primary and secondary colours.	Developing pencil techniques for thickness of lines. Mixing techniques. Close observation	Developing pencil techniques for thickness of lines.	Developing pencil techniques for thickness of lines.		Combing and using different grades of pencils.	Focusing on proportion. Colour mixing adding tints and tones for different shades.	Primary and secondary colours, mixing paint, using a colour wheel,	Repeating patterns using colour.	Close observational drawing of flowers.

				al drawing.								
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.		Banksy: asking and describing work.	Van Gogh: asking and describing work.					Paul Klee: use of colour, pattern and shape. Create work in the style of Paul Klee.	Claude Monet: use of colour, pattern and shape. Create work in the style of Claude Monet.	Jackson Pollock; use of colour and experimentation.		Van Gogh, Henry Matisse, Georgia O'Keeffe; asking and describing work.

	Year 3						Year 4					
	God & Mortals	Forceful Pharaohs	Tremors	Scrumdiddly -umptious	Running River	Tribal Tales	I Am Warrior!	Potions	Road Trip USA!	Traders & Raiders	Burps, Bottoms & Bile	Blue Abyss
Create sketch books to record their observations and use them to review and revisit ideas	Use of IT for design ideas.	Sketch books for recording ideas and suggested improvements to work.	Sketch books for pencil techniques.	Sketching doughnut designs	Sketchbook for pencil techniques using graded pencils.	Sketch books for recording thoughts about an artist's techniques.	Sketch books to adapt and improve ideas. Exploring facial expressions and body language.	Sketch books: use of a viewfinder. Sketchbooks for designing and sharing ideas.	Sketchbooks; research on native American art and design. Use of IT for design ideas.	Sketch books to adapt and improve ideas.	Sketch books to adapt and improve ideas. Integrating digital images in art.	Sketch books to adapt and improve ideas.
Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	Combining digital and 3D form to make a Greek Pot. Paper Mache sculptures	Experimenting and combining materials to create 3D relief of Tutankhamun mask. Oil pastels Egyptian profile portraits.	Creating a tonal colourwash with felt tip ink. Embellishing artwork with a range of materials. Creating montages. Exploring effects of brushstrokes. Making a textured relief.	Mould malleable materials into designed shape. Setting up still life installation. Close observational drawing of still life. Shading using chalk pastels.	Close observational drawing on location. Combine elements of colour pattern and texture. Creating a combined medium montage.	Experimenting and combining materials to create 3D form. Sculpting clay, introducing use of 'slip' to attach items. Developing drawing techniques using charcoal, pencils and pastels.	Using marks and lines to show texture. Combining visual and tactile qualities.	Combining visual and tactile qualities. Using marks and lines to show texture. Collaborative art installation.	Combining visual and tactile qualities.	Combining visual and tactile qualities when embroidering.	Combining visual and tactile qualities. Use of line, tone, shape and colour to represent figure and forms in movements.	Combining visual and tactile qualities. Using a range of collage materials. Developing different printing techniques.
Learn about great artists, architects and designers in history	Greek pottery designs	Egyptian art and design.	Hokusai and Hiroshige	Peter Anton Paul Cezanne		Marcos Roman.	Roman Mosaics	Kandinsky inspired art.	Explain features of art from different historical periods, Native American art	Bayeux Tapestry: Experimenting with styles used by artists and craftspeople	Andy Warhol	

	Year 5						Year 6					
	Scream Machine	Off With Her Head	Stargazers	Beast Creator	France (Fallen Fields)	World at War.	A Child's War	Frozen Kingdom	Revolution	Darwin's Delights	Voices in the Park & Blood Heart	Hola Mexico!
Create sketch books to record their observations and use them to review and revisit ideas	Sketch books to compare and discuss ideas	Sketch books to explore mood and feelings.	Sketch books to create mood and feelings.	Sketch books to sketch ideas using different mediums. Recording observations to compare and discuss ideas.	Sketch books to compare and discuss ideas.	Sketch books for using marks and lines to produce texture. Practise technique of perspective.	Sketch books to explore mood and feelings. Self-portraits that reflect mood.		Sketchbooks to record observations on artist and refine ideas for own artwork.		Sketch books to refine skills and keeping notes/ annotations.	Sketch books to refine skills and keeping notes/ annotations.
Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	Develop a range of colourwash techniques with paint. Paintbrush control to create silhouette.	Creating accurate portrait drawing. Shading skin tones. Organising a range of collage materials to enhance artwork.	Creating depth using layers. Use of textile and sewing as part of a project. Creating pop ups. Use of chalk pastels to develop shading and tonal techniques.	Creating 3D sculpture based on sketchbook ideas.	Use of Mod Roc to create 3D relief following criteria.	Use of a range of materials to sketch. Use of marks and lines to produce texture. Painting with ink. Improve mastery of watercolour paints. Use of IT to scan, alter images to create montage.	Use of different techniques to create a finished piece of art. Use of charcoal to create tone. Wax resist technique.	Combining and organising elements of pattern, line and geometric shapes. Mastery of watercolour painting. Experimenting with mixing paint with salt.	Combining visual and tactile elements. Use of different tools for different techniques. Using a range of E resources to create art. Produce repeating printed wallpaper design following criteria.		Combing pattern, tone and shape. Develop and refine drawing techniques; 1 & 2 perspective and proportion.	Use of overprint to create different patterns. Developing observations about starting points. Modelling clay using tools.
Learn about great artists, architects and designers in history	Oznat Tzadok Karen Elzinga	Tudor art, textiles and architecture research to replicate style.			French architecture.	Local architecture.	Henry Moore	Tamara Phillips	William Morris research	William Morris inspiration for own artwork.		Mayan artists. Mexican art.