



ART AND DESIGN LONG TERM PLAN

		Autumn	Spring	Summer			
EYFS*		Mark making- circles/lines Designing their own sculptures using playdough/recycled materials Printing using a range of materials Mixing primary colours to make secondary colours Using large movements to explore different strokes/pressure/colours Exploring patterns/sequencing/and symmetry					
Year 1 & 2	A	<u>Spirals</u> Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.	<u>Simple Printmaking</u> Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.	<u>Playful Making</u> Exploring materials and intention through a playful approach.	<u>Exploring Watercolour</u> Exploring watercolour and discovering we can use accidental marks to help us make art.	<u>Making Birds</u> Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.	<u>Inspired by Flora & Fauna</u> Explore how artists make art inspired by flora and fauna. Make collages of MiniBeasts and display as a shared artwork.
	B	<u>Explore & Draw</u> Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.	<u>Exploring the World Through Mono Print</u> Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership.	<u>Be An Architect</u> Exploring architecture and creating architectural models.	<u>Expressive Painting</u> Explore how painters use paint in expressive and gestural ways. Explore colour mixing and experimental mark making to create abstract still life.	<u>Stick Transformation Project</u> Artists use their creative skills to re-see and reimagine the world. Explore how you can transform a familiar object into new and fun forms	<u>Music & Art</u> Explore how we can make art inspired by the sounds we hear. Draw, collage, paint and make.

*These topics will be based upon the children's likes and interests



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Year 3 & 4	A	<u>Gestural Drawing with Charcoal</u> Making loose, gestural drawings with charcoal, and exploring drama and performance.	<u>Working with Shape and Colour</u> “Painting with Scissors”: Collage and stencil in response to looking at artwork.	<u>Telling Stories Through Drawing & Making</u> Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film.	<u>Cloth, Thread, Paint</u> Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.	<u>Making Animated Drawings</u> Explore how to create simple moving drawings by making paper “puppets” and animate them using tablets.	<u>Using Natural Materials to Make Images</u> Using natural pigments and dyes from the local environment to make art. Exploring Cyanotype and Anthotype.
	B	<u>Storytelling Through Drawing</u> Explore how artists create sequenced drawings to share and tell stories. Create accordian books or comic strips to retell poetry or prose through drawing.	<u>Exploring Pattern</u> Exploring how we can use colour, line and shape to create patterns, including repeating patterns.	<u>The Art of Display</u> Explore how the way we display our work can affect the way it is seen. Create an artwork inspired by the idea of “Plinth”.	<u>Exploring Still Life</u> Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.	<u>Sculpture, Structure, Inventiveness & Determination</u> What can artists learn from nature? Nurture personality traits as well as technical skills.	<u>Festival Feasts</u> Drawing and Making inspired by food. How might we use food and art to bring us together?
Year 5 & 6	A	<u>Typography & Maps</u> Exploring how we can create typography	<u>Making Monotypes</u> Explore how artists use the monotype process to make imagery. Combine	<u>Set Design</u> Explore creating a model set for theatre or animation inspired	<u>Mixed Media Land & City Scapes</u> Explore how artists use a variety of media to capture	<u>Architecture: Dream Big or Small?</u> Explore the responsibilities	<u>Fashion Design</u> Explore contemporary fashion designers and create your



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		through drawing and design, and use our skills to create personal and highly visual maps.	the monotype process with painting and collage to make visual poetry zines.	by poetry, prose, film or music.	spirit of the place. Focus upon exploratory work to discover mixed media combinations.	architects have to design us a better world. Make your own architectural model.	own 2d or 3d fashion design working to a brief.
	B	<u>2D Drawing to 3D Making</u> Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	<u>Activism</u> Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.	<u>Brave Colour</u> Exploring the work of installation artists who use light, form and colour to create immersive environments. Creating 2 d or 3d models to share our vision of imagined installations with others.	<u>Exploring Identity</u> Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait.	<u>Take a Seat</u> Explore how craftspeople and designers bring personality to their work. Make a small model of a chair which is full of personality.	<u>Shadow Puppets</u> Explore how traditional and contemporary artists use cutouts for artistic affect. Adapt their techniques to make your own shadow puppets.