



Art

	Autumn	Spring	Summer
Year R	Building other worlds Exploring 3D materials Exploring materials and mark making Exploring colour Using our bodies to make art Using our imagination What can we see		
Year 1	<u>Spirals</u> Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks	<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.
Year 2	<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
Year 3	<u>Working with Shape and Colour</u> "Painting with Scissors": Collage and stencil in response to looking at artwork	<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.



Year 4	<u>Storytelling Through Drawing</u> Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing.	<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>Festival Feasts</u> Drawing and Making inspired by food. How might we use food and art to bring us together?
Year 5	<u>Typography & Maps</u> Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.	<u>Fashion Design</u> Explore contemporary fashion designers and create your own 2D or 3D fashion design working to a brief	<u>Set Design</u> Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.
Year 6	<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>Brave Colour</u> Exploring the work of installation artists who use light, form and colour to create immersive environments. Creating 2D or 3D models to share our vision of imagined installations with others.	<u>Activism</u> Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.