


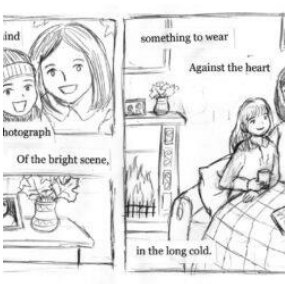
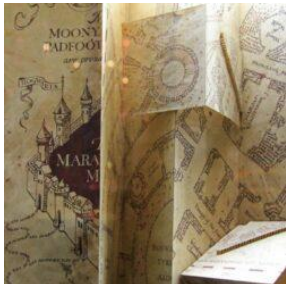



Art Long Term Plan 2023-2024

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
AUTUMN TERM 1	AUTUMN TERM 1	AUTUMN TERM 1	AUTUMN TERM 1	AUTUMN TERM 1	AUTUMN TERM 1
 <p>Spirals</p> <p>Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.</p>	 <p>Explore & Draw</p> <p>Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills</p>	 <p>Gestural Drawing with Charcoal</p> <p>Making loose, gestural drawings with charcoal, and exploring drama and performance.</p>	 <p>Storytelling Through Drawing</p> <p>Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing.</p>	 <p>Typography & Maps</p> <p>Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.</p>	 <p>2D Drawing to 3D Making</p> <p>Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.</p>

SPRING TERM 1



Exploring Watercolour

Exploring watercolour and discovering we can use accidental marks to help us make art

SPRING TERM 1



Be An Architect

Exploring architecture and creating architectural models.

SPRING TERM 1



Telling Stories Through Drawing & Making

Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film.

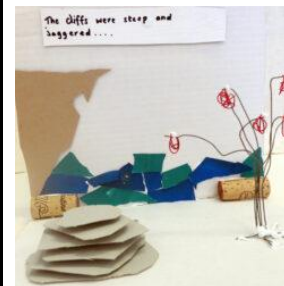
SPRING TERM 1



The Art of Display

Explore how the way we display our work can affect the way it is seen. Create an artwork inspired by the idea of "Plinth".

SPRING TERM 1



Set Design

Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.

SPRING TERM 1



Brave Colour

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.

SUMMER TERM 1



Making Birds

Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.

SUMMER TERM 1



Stick Transformation Project

Artists use their creative skills to re-see and re-imagine the world. Explore how you can transform a familiar object into new and fun forms.

SUMMER TERM 1



Making Animated Drawings

Explore how to create simple moving drawings by making paper "puppets" and animate them using tablets.

SUMMER TERM 1



Sculpture, Structure, Inventiveness & Determination

What can artists learn from nature? Nurture personality traits as well as technical skills.

SUMMER TERM 1



Architecture: Dream Big or Small?

Explore the responsibilities architects have to design us a better world. Make your own architectural model.

SUMMER TERM 1



Take a Seat

Explore how craftspeople and designers bring personality to their work. Make a small model of a chair which is full of personality.

Art National Curriculum Objectives:

Purpose of study	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.
Aims	<p>The national curriculum for art and design aims to ensure that all pupils:</p> <ul style="list-style-type: none">• Produce creative work, exploring their ideas and recording their experiences• Become proficient in drawing, painting, sculpture and other art, craft and design techniques• Evaluate and analyse creative works using the language of art, craft and design• Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms
Attainment targets	By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

	Subject content	
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KS1	<p>Pupils should be taught:</p> <ul style="list-style-type: none"> • 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 • 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 	
KS2	<p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> • 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] • About great artists, architects and designers in history. 	