



Art Long Term Plan

Year	Term		
Year 1	Autumn 1 Formal Elements of Art Exploring shape, line and colour, children mix and paint with secondary colours. Art and Design Skills Intro to sketch books Drawing: experimenting with media Painting: colour mixing and craft	Summer 1 Sculptures and Collages – Living Things (mini beasts) Children make sculptures, collages, 3D models of creatures, inspired by artist Louise Bourgeois.	Summer 2 Landscapes Using Different Media – Seaside Focus on composition and working with different materials to create texture Art and Design Skills Craft: Printing Design: Lego printing Learning about: Louis Wain
Year 2	Autumn 1 Formal Elements of Art Exploring pattern, texture and tone, creating prints, rubbings and drawings in 3D. Art and Design Skills Shading Learning about: Drawing for fun Design: Claire Cliffe plates	Spring 2 Human Form Exploring how bodies and faces are portrayed in art, looking at the work of different artists. (5 lessons)	Summer 1 Sculpture and mixed media – superheroes Inspired by the work of Roy Lichtenstein, children create sculpture and pop art focusing on facial features to portray emotions. Art and Design Skills Painting: roller coaster ride Craft: Clay Craft: weaving
Year 3	Autumn 1 Prehistoric Art Experimenting with charcoal, berries, berries, leaves, homemade paints and more.	Spring 1 Craft Creating mood boards, tie-dying, weaving and sewing using a range of fabrics.	Summer 1 Formal Elements Exploring shape and tone. Children find and use shapes as a guideline to draw accurately and create form and shape using wire.
Year 4	Autumn 1 Every picture tells a story Analysing works of art and creating photo collages and abstract art inspired by works explored.	Spring 1 Formal Elements of Art Exploring texture and pattern, including mark making, stamps and recreating ancient geometric pattern.	Summer 1 Sculpture Exploring and using unusual objects to create 3D works of art, including drums and maracas.
Year 5	Autumn 2 Formal Elements – Architecture Learning about the role of an architect and to draw from observation, creating a print and drawing from different perspectives.	Spring 2 Design for a purpose Designing to a specific criteria or specification through developing design ideas for room interior, a coat of arms and a given product.	Summer 1 Every picture tells a story Analysing the intentions and stories of Banksy, Rorschach and Magdalene Odundo and using emojis to tell a story.
Year 6	Autumn 1 Still Life Composition Use a range of mediums to create a variety of pieces influenced by different artists.	Spring 1 Making My Voice Heard Analysing world artists Picasso and Kollwitz and through the mediums of graffiti, drawing, painting and sculpture create artworks that speak to the viewer.	Summer 2 Photography Exploring composition, colour, light, abstract and underlying messages through developing photography skills.