

Long Term Curriculum Overview 2020-21

'We create a nurturing environment which both inspires and challenges our whole school family, equipping our children to have high aspirations to: 'Dream big, love God and live well.'

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2			
EYFS –	<u>16-26</u>								
_	Explores and experiments with a range of media through sensory exploration, and using whole body / Notices and is interested in the effects of making movements which leave marks.								
FS1	22-36 Exercise and with blocks, colours and marks								
	•	xperiments with blocks, colours and marks.							
	<u>30-50</u>								
		es colour and how colour can be changed / Understands that they can use lines to enclose a space, and then begin to use these shapes to represent objects / Beginning to be interested in and describe the							
	texture of things / Uses various construction materials / Realises tools can be used for a purpose. <u>40-60+</u> Explores what happens when they mix colours / Experiments with different textures / Understands that different media can be combined to create new effects / Manipulates materials to achieve a planned of the second								
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	Constructs with a purpose in mind, using a variety of resources / Uses simple tools and techniques competently and appropriately / Selects appropriate resources and adapts work where necessary / Selects tools at techniques needed to shape, assemble and join materials they are using.								
	Who am I?	Celebrations	Heroes	Growing	Storybook Characters	<u>Minibeasts</u>			
	Sensory exploration of a range of	Choosing colours and material	Learning how to paint sequence	Observational drawings.	Mixing a range of colours	Plan what they are making.			
	media.	for a purpose.	– water/sponge/paint/pallet/	Control of tools	Predicting colours.	Collage techniques - refined			
	Understanding what different	Learning to use tools correctly –	paper.	Develop preference for materials	Talk about their own pictures.	cutting and joining skills.			
	tools are used for.	scissors/painting brushes ,glue	Representing people.	and media within mark making.	Use pictures as a means of	Refine printing skills.			
	Understandind how to make	spreaders, fingers, pastels and	Using imagination.	Mixing shades of the same	communication ideas about	Choose colours for a purpose			
	marks.	chalks.	Choosing materials for a	colours	stories.				
	Independently accessing and	Understand and use printing	purpose.			3d minibeasts			
	using creative (ART) equipment.	technique.		Drawing of flowers.		Painting of minibeasts			
	Demonstrates and large factor	Naming colours	Painting superheros	Printing leaves	Paintings of characters	Stone ladybirds			
	Paper plate collage faces Box modelling homes	Printing Cards	Making 3d heroes (Supertato from potatoes)	Colour walks Matching colours – greens for	Creating settings	Handprint spiders Collage caterpillar life-cycles			
	Box modelling nomes	Decorations using a range of	(Superlato from polatoes) Making masks	leaves	Story maps	Folded butterflies			
		tools and joining techniques		Van Gogh - Sunflowers	Discuss artist of the week	Folded butternies			
		Diwali candle holders - clay	Discuss artist of the week	van dogin Sumowers	Discuss artist of the week	Discuss artist of the week			
		Ipad firework images		Discuss artist of the week					
EYFS –	<u>30-50</u>								
E1F3 -	Explores colour and how colour car	n be changed / Understands that the	can use lines to enclose a space, and	d then begin to use these shapes to r	epresent objects / Beginning to be in	terested in and describe the			
FS2	texture of things / Uses various con	struction materials / Realises tools c	an be used for a purpose.						
	<u>40-60+</u>								
	Explores what happens when they mix colours / Experiments with different textures / Understands that different media can be combined to create new effects / Manipulates materials to achieve a planned effect /								
	Constructs with a purpose in mind, using a variety of resources / Uses simple tools and techniques competently and appropriately / Selects appropriate resources and adapts work where necessary / Selects tools and								
	techniques needed to shape, assemble and join materials they are using.								
	<u>ELG</u> They safely use and explore a variety of material, tools and techniques, experimenting with colour, design, texture, form and function.								
	ELG+ Children develop their own ideas through selecting and using materials and working on processes that interest them. Through their explorations, they find out and make decisions about how media and materials can								
	•	e combined and changed.							
	be combined and changed.								

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	<ul> <li>Who am I?</li> <li>Art classroom etiquette (eg cleaning brushes, aprons, moving around the room etc).</li> <li>Explore art and craft area</li> <li>Safe use of tools and materials.</li> <li>Self portrait</li> <li>Drawing family members</li> <li>Cutting and joining focus</li> <li>Playdough and mouldable materials (ongoing)</li> </ul>	Celebrations Crafts for a purpose (Christmas decorations). Design a celebration card. Joining techniques. Using embellishments (buttons, sequins, string, ribbons) – explore how to attach them. Rubbings: money and leaves. Temporary artworks: Mandalas (Using the outdoors).	<ul> <li><u>Heroes</u></li> <li>Explore colours – name colours accurately and begin to mix secondary colours independently.</li> <li>Creating and adapting own designs (superheros)</li> <li>Follow instructions to create an item (eg Chinese New Year Lamp)</li> <li>Junk modelling – join junk together using tape and glue – experiment further with adhesion.</li> </ul>	Growing • Explore and describe the textures of different media – create beanstalk collage. • Repeated pattern printing, using vegetables • Observational drawing. Describe what I see. • Refine and improve cutting skills • Explore texture and effect of multiple media used together (eg paint over bubble wrap) - Mixed-media flower pictures. • Make own paste glue to decorate an Easter egg (3D).	<ul> <li>Storybook Characters</li> <li>Use of natural / found objects in art. (in-the-moment, temporary artwork, using natural and found objects, also flowers and petals) – outdoors.</li> <li>Cutting and joining fabrics – pirate flags.</li> <li>Tell a story with artwork.</li> <li>Choose colours to represent mood.</li> </ul>	<ul> <li><u>Minibeasts</u></li> <li>Rock painting with acrylic paint (minibeasts. Hide around the school, for others to find)</li> <li>Folded paper printing – refine techniques (butterflies and other insects – also tie into doubling for maths)</li> <li>Refine and improve cutting skills</li> <li>Overlapping colours to create new ones (cellophane wings)</li> </ul>
	Explore Artist of the Week	Explore Artist of the Week	Explore Artist of the Week	Explore Artist of the Week	Explore Artist of the Week	Explore Artist of the Week
Year 1	Design Technology focus	Textiles Woven Flying Carpets Skills covered: • Weaving technique and process • Plan a design from imagination or real life • Thread a needle • Trim fabric Focus Artist: Michael Crompton	Design Technology focus	<u>Collage</u> The Three Little Pigs Houses <u>Skills covered:</u> • Find out about an artist • Describe texture • Colour blocking • Cutting and tearing • Evaluation – how they feel and what they might change. Focus Artist: Jeannie Baker	Design Technology focus	Printing Printing Woodland Skills covered: • Comment on artist's work. • Make informed decisions, regarding resources • Sourcing printable materials • Printing techniques • Giving feedback Focus Artist: Cathy Taylor Lynda Goldberg:
Year 2	Design Technology focus	<u>3D Form</u> African Clay Pots <u>Skills covered:</u> • Comment on source materials • Smoothing clay, using water • Make a simple thumb pot • Create a sausage/coil by rolling between fingers • Make a coil pot • Compare and evaluate a peer's work No Focus Artist: look at a range of source materials.	Design Technology focus	Painting         Portrait (cubism)         Skills covered:         • Mix a range of secondary colours, shades and tones.         • Name and test different types of paint and their properties.         • Learn about the work of an artist and Cubism         • Use drawing as the starting point for work in other media as well as in its own right.         • Sketch out an initial idea.         • Painting in the cubist style.         • Evaluate own work.	Design Technology focus	Drawing Still Life Fruit         Skills Covered:         • Draw from imagination and real life         • Basic pencil shading techniques.         • Observe and record shapes, patterns and textures found in objects.         • Begin to draw for a sustained period of time.         • Experiment with different drawing different media: crayons, pastels, felt tips.         Focus Artist: Paul Cezanne
Year 3	Design Technology focus	Drawing Book Illustrations Skills Covered: • Experiment with different grades of pencil • Use of sketchbook and annotation.	Design Technology focus	<u>Collage</u> In the style of Eric Carle <u>Skills Covered:</u> • Explore the roles and purposes of artists, craftspeople, designers	Design Technology focus	<u>3D Form</u> Mask Making <u>Skills covered:</u> • Researching history of techniques. • Make thoughtful observations about source materials

		<ul> <li>Plan, refine and alter their drawings as necessary.</li> <li>Draw for a sustained period of time at their own level.</li> <li>Compare ideas and methods with others.</li> <li>Focus Artist: Quentin Blake</li> </ul>		<ul> <li>Experiment with different textures, techniques and effects</li> <li>Use ICT</li> <li>Annotate work in sketchbooks</li> <li>Focus Artist: Eric Carle</li> </ul>		<ul> <li>Work with more independence when selecting materials and tools.</li> <li>Use familiar materials but with an increased sensitivity and control.</li> <li>Adapt and develop work as it progresses.</li> <li>Make a simple papier mache</li> </ul>
Year 4	Design Technology focus	Drawing Drawing Bodies Skills covered: • Comment on the work of an artist • Explore using charcoal, pencil and ballpoint • Draw a range of textures using line and tone • Make informed choices about paper and media used • Draw figures • Suggest ways to improve work Focus Artist: Leonardo Da Vinci	Design Technology focus	<ul> <li><u>Photography/Painting</u> Music Poster /Album Cover</li> <li><u>Skills covered:</u></li> <li>Photography composition, cropping and printing</li> <li>Match colours with increasing accuracy</li> <li>Plan and create different effects and textures</li> <li>Combine two media for effect</li> <li>Work collaboratively</li> <li>Compare ideas and methods with others</li> <li>Focus Artist: Aliza Razell</li> </ul>	Design Technology focus	object. Printing River Scene Skills covered: Make thoughtful observation about an artist's work Research different printmaking techniques Learn specific block printing techniques Select broadly the kinds of material to print with in order to get the desired effect Evaluate own work and that of others Focus Artist: Katsushika Hokusai
Year 5	Design Technology focus	Painting Self-Portrait         Skills covered:         • Draw / sketch a face         • Facial proportions         • Knowledge about primary and secondary, warm and cold, complementary and contrasting colours         • Work on preliminary studies to test media and materials         • Show an awareness of how paintings are created (composition)         Focus Artist: Lucian Freud	Design Technology focus	Drawing Lincoln Skyline Skills Covered: • Work in a sustained and independent way from observation, experience and imagination. • Depict shadows and reflections using light and shade. • Combine different pressures and shading techniques. • Develop a personal style. • Choose appropriate techniques to convey meaning or atmosphere. • Make constructive suggestions to peers Focus Artist: L.S. Lowry	Design Technology focus	3D Form Plaster Casting Artefacts Skills Covered: •Produce sculptures or models that are well proportioned. •Plan a sculpture or cast through drawing and other preparatory work •Design and make a mould •Use more advanced materials, such as plaster of Paris safely. •Incorporate embellishments into casting processes. (eg beads, glitter, stones) •Suggest improvements in technique. No Focus Artist: Look at a range of source materials.
Year 6	Design Technology focus	Painting WW2 Posters Skills covered: • Create shades and tints using black and white. • Choose appropriate paint, paper and implements to adapt and extend their work.	Design Technology focus	Textiles Batik and embellished river scene Skills Covered: • Safe use of Batik pot, wax, iron • Painting with dyes • Use different grades and uses of threads and needles	Design Technology focus	Printing         Light and Dark Monoprints         Skills covered:         • Choosing the appropriate materials on which to print to suit the purpose.         • Using drawings and designs to bring fine detail into my work.

Carry out preliminary studies,	<ul> <li>Select and use a range of</li> </ul>	• Explore a range of paint and ink
test media and materials and	embellishments	textures and suggest suitability
mix appropriate colours.	Evaluate work	for print form.
<ul> <li>Work from a variety of</li> </ul>	No Focus Artist: introduce the	<ul> <li>Scrape paint away to create an</li> </ul>
sources, inc. those researched	technique using a range of	image or pattern
independently.	artists.	<ul> <li>Be able to describe techniques</li> </ul>
<ul> <li>Create imaginative work from</li> </ul>		<ul> <li>Be familiar with layering prints</li> </ul>
a variety of sources		<ul> <li>Alter and modify work</li> </ul>
No Focus Artist: look at a range		<ul> <li>Work relatively independently</li> </ul>
of source materials.		Focus Artist: Dominic Beattie
		Photography
		***Additional post-SATS
		element: Painting with light
		(long exposure
		photography)***