

Overview of Art:

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception/Y1 A	Dinosaurs and Us		The Seasons		In the Country	
	Self Portraits – Vincent van Gogh		Collage - Matisse		Landscape photography	
Reception/Y1 B	Animals and Toys		Whatever the Weather		About Town	
	Tiger in a Tropical Storm – Henri Rousseau		Sculpture – Andy Goldsworthy		Block printing on fabric (buildings)	
Year 2	Castles		The Rainforest	The Great Fire of London	Inventors and Explorers	
	Abstract Art – Paul Klee	Remembrance poppies – tissue/laminate; Christmas decos – mixed materials (link to science)	Cultural Art – John Dyer		Leonardo da Vinci - sketches	
Year 3/4 A	Rivers		Ancient Egypt		Our Village	
	Rivers – Mark Bradford – collage mixed media	Using Charcoal – Remembrance Day Digital art – Christmas cards	Egyptian Collars – art straws		Observational sketching – The school and church	Watercolour – (English link the Lost Words)
Year 3/4 B	Prehistoric		The Romans		Anglo-Saxons	
	Stone Age paintings – cave art exploring tools and paint Observational sketching -artefacts	Iron Age Celtic mirror design	Roman Mosaics and modern mosaics – a contrast - Gaudi	Theatre masks – sculpture	Printing – using made blocks	Illuminated lettering – Pen and ink
Year 5/6 A	Amazing Americas		Earth and Space		Off with their heads!	
	Self Portraits with hidden messages – Frida Kahlo		Abstract Art – Peter Thorpe		Tudor portraits	
Year 5/6 B	The Victorians		Ancient Greece/ Democracy		World War II	
	L S Lowry – industrial art		Clay – Ancient Greek vases		War photography – capturing an image	

Digital art	Y1 Animated storybooks	Y2 Creating pictures PM	Y 3/ 4 Cycle B Animations		Year 5/ 6 3D modelling Game Creator PM	
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Progression of skills and knowledge:

Skills	Media	Reception	Key Stage 1	Year 3 and 4	Year 4 and 5
To develop ideas	n/a	Share their creations, explaining the process they have used;	<ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. 	<ul style="list-style-type: none"> Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language. 	<ul style="list-style-type: none"> Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language.
To master techniques	Painting	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function;</p> <p>Share their creations, explaining the process they have used;</p>	<ul style="list-style-type: none"> Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones. Create colour wheels. 	<ul style="list-style-type: none"> Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively. Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour. 	<ul style="list-style-type: none"> Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture. Develop a personal style of painting, drawing upon ideas from other artists.
	Collage	<p>Make use of props and materials when role playing characters in</p>	<ul style="list-style-type: none"> Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture. 	<ul style="list-style-type: none"> Select and arrange materials for a striking effect. Ensure work is precise. Use coiling, overlapping, tessellation, mosaic and montage. 	<ul style="list-style-type: none"> Mix textures (rough and smooth, plain and patterned). Combine visual and tactile qualities. Use ceramic mosaic materials and techniques.
	Sculpture		<ul style="list-style-type: none"> Use a combination of shapes. Include lines and texture. Use rolled up paper, straws, 	<ul style="list-style-type: none"> Create and combine shapes to create recognisable forms (e.g. shapes made from 	<ul style="list-style-type: none"> Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.

		narratives and stories.	<p>paper, card and clay as materials.</p> <ul style="list-style-type: none"> • Use techniques such as rolling, cutting, moulding and carving. 	<p>nets or solid materials).</p> <ul style="list-style-type: none"> • Include texture that conveys feelings, expression or movement. • Use clay and other mouldable materials. • Add materials to provide interesting detail. 	<ul style="list-style-type: none"> • Use tools to carve and add shapes, texture and pattern. • Combine visual and tactile qualities. • Use frameworks (such as wire or moulds) to provide stability and form.
	Drawing		<ul style="list-style-type: none"> • Draw lines of different sizes and thickness. • Colour (own work) neatly following the lines. • Show pattern and texture by adding dots and lines. • Show different tones by using coloured pencils. 	<ul style="list-style-type: none"> • Use different hardnesses of pencils to show line, tone and texture. • Annotate sketches to explain and elaborate ideas. • Sketch lightly (no need to use a rubber to correct mistakes). • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture. 	<ul style="list-style-type: none"> • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). • Use a choice of techniques to depict movement, perspective, shadows and reflection. • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). • Use lines to represent movement.
	Print		<ul style="list-style-type: none"> • Use repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers). • Use objects to create prints (e.g. fruit, vegetables or sponges). • Press, roll, rub and stamp to make prints. 	<ul style="list-style-type: none"> • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Make printing blocks (e.g. from coiled string glued to a block). • Make precise repeating patterns. 	<ul style="list-style-type: none"> • Build up layers of colours. • Create an accurate pattern, showing fine detail. • Use a range of visual elements to reflect the purpose of the work.
	Textiles		<ul style="list-style-type: none"> • Use weaving to create a pattern. • Join materials using glue and/or a stitch. 	<ul style="list-style-type: none"> • Shape and stitch materials. • Use basic cross stitch and back stitch. 	<ul style="list-style-type: none"> • Show precision in techniques. • Choose from a range of stitching techniques. • Combine previously learned techniques to create pieces.

			<ul style="list-style-type: none"> • Use plaiting. • Use dip dye techniques. 	<ul style="list-style-type: none"> • Colour fabric. • Create weavings. • Quilt, pad and gather fabric. 	
	Digital media		<ul style="list-style-type: none"> • Use a wide range of tools to create different textures, lines, tones, colours and shapes. 	<ul style="list-style-type: none"> • Create images, video and sound recordings and explain why they were created. 	<ul style="list-style-type: none"> • Enhance digital media by editing (including sound, video, animation, still images and installations).
To take inspiration from the greats (classic and modern)		<p>Be introduced to and explore the work of famous artists and artisans:</p> <p>YEAR A: Vincent Van Gogh and Matisse</p> <p>YEAR B: Andy Goldsworthy and Henri Rousseau</p>	<ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. <p>YEAR 1, YEAR A: Vincent Van Gogh and Matisse</p> <p>YEAR 1, YEAR B: Andy Goldsworthy and Henri Rousseau</p> <p>YEAR 2: Paul Klee and John Dyer</p>	<ul style="list-style-type: none"> • Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others. 	<ul style="list-style-type: none"> • Give details (including own sketches) about the style of some notable artists, artisans and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles.