

Long Term Planning – Art and Design Overview



Slahey First School

Long Term overview – Art and Design Content Year A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years Learning & Development Requirement Expressive Arts & Design Nursery/ Reception	Special People Experiment with colour and design to represent familiar people and places.	Festivals/Special Times Explore a variety of materials, experimenting with texture	Traditional Tales Create representations of characters, events and settings, exploring texture and form	Food and Growth Use and explore a variety of materials to create and express themselves	Wild Animals Choosing colours and textures to represent specific things	Down by the sea To apply their learning throughout the year to plan their own artwork using tools, techniques and materials they have experienced
Year 1/2	Self-Portraits Exploring famous portrait artists and their work, describing the differences between them. Exploring how objects convey meanings in portraits and using special objects to create portraits of themselves. Learning different techniques for mark making when sketching portraits. Using mirrors and careful observation to create a self portrait. Exploring the use of colour in portraits that express certain moods and feelings. Exploring and creating sculpted self portraits.		Design Technology		Design Technology	
Year 3/4	Prehistoric Art Exploring and recreating cave art from the stone ages. Experimenting with different techniques; sculpture, painting and drawing.	Design Technology	Vincent van Gogh: Exploring the life and work of the famous artist Vincent van Gogh. Recreating famous images whilst experimenting, reviewing and revisiting key techniques.	Design Technology	The Romans: Exploring mosaics, translating Roman myths into paintings and using clay to recreate Roman artefacts.	Design Technology

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Long Term overview – Art and Design Content Year B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years Learning & Development Requirement Expressive Arts & Design Nursery/ Reception	Home Sweet Home Represent familiar people and places through drawing and painting	Festivals/Special Times Explore a variety of materials, experimenting with texture	Julia Donaldson Explore mixing colours and textures to create mixed media pictures	Around the World Explore and use a range of artistic effects to express themselves	Dinosaurs Draw with increasing complexity and detail	Hunting for Treasure To design and contribute to a collaborative piece of artwork in response to stimuli e.g. pictures of the sea, pirate ships
Year 1/2	Design and Technology		Animal Art Looking at British wildlife, then producing observational drawings. Exploring African animals, then incorporating patterns into their work. Looking at examples of Australian animals, then creating an Aboriginal-style animal dot art painting. Describing a variety of rainforest animals before creating a model. Finding out about the importance of animals in Native American culture and learning about animalsymbolism to create totem pole artwork. Exploring animals found in Antarctica before painting a penguin scene, focusing on colour mixing.		World Art Exploring how indigenous people paint on rocks before painting their own 'pet rocks' or painting rocks to tell a story. Exploring and creating sculptures made from sticks and twigs. Looking at examples of rangoli patterns and exploring how to create animal pictures with leaves. Exploring what weaving is and how it works before learning to weave with a variety of natural materials. Investigating mandalas and exploring and creating mandalas using natural materials. Exploring the art of collage before using a variety of natural materials to create a collage	
Year 3 / 4			Design Technology	Investigating Patterns: Exploring, creating and manipulating a variety of different kinds of patterns.	Design Technology	Best of British: Exploring the life and work of famous British artists, architects and designers. Developing a mastery of drawing, sketching, printing and painting skills.

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Long Term overview – Art and Design Content Year C

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Early Years Learning & Development Requirement</p> <p>Expressive Arts & Design Nursery/ Reception</p>	<p>Environment Explorers Explore colours; mixing colours and choosing colours carefully to represent familiar people and places</p>	<p>Festivals/Special Times Explore a variety of materials, experimenting with texture</p>	<p>Nursery Rhymes Experiment with design, representing familiar characters, settings and events</p>	<p>Journeys &Transport Use and explore a variety of materials to create and express themselves</p>	<p>Woodland Animals Use and explore natural materials to create artwork using their own ideas</p>	<p>Reduce, Reuse, Recycle To suggest ways in which old items can be reused to create new artwork and follow their design to create their own art</p>