

Ladysmith Federation

EYFS and Key Stage 1 Art Overview

	Autumn	Spring	Summer
EYFS Early Learning Goals	Creating with Materials ELG Children at the expected level of development will: <ul style="list-style-type: none"> - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function; - Share their creations, explaining the process they have used; - Make use of props and materials when role playing characters in narratives and stories. 		
Nursery	During the children's time in Nursery they will be learning to (from Development Matters): <ul style="list-style-type: none"> - Take part in simple pretend play, using an object to represent something else even though they are not similar. - Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses, etc. - Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park - Explore different materials freely, to develop their ideas about how to use them and what to make. - Develop their own ideas and then decide which materials to use to express them. - Join different materials and explore different textures - Create closed shapes with continuous lines and begin to use these shapes to represent objects. - Draw with increasing complexity and detail, such as representing a face with a circle and including details. - Use drawing to represent ideas like movement or loud noises. - Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc. - Explore colour and colour mixing. - Show different emotions in their drawings – happiness, sadness, fear, etc. 		
Reception	During Reception children will be learning to (from Development Matters): <ul style="list-style-type: none"> - Explore, use and refine a variety of artistic effects to express their ideas and feelings. - Return to and build on their previous learning, refining ideas and developing their ability to represent them. - Create collaboratively, sharing ideas, resources and skills 		

Key Stage 1 Art Overview

Pupils should be taught:

- 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.

	Autumn		Spring		Summer	
Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	3D Card Sculpture of Forest Area Explore, discover and invent ways for 2d to transform into 3d sculpture. This might be through creating drawings or prints on paper which are then folded, through collage which becomes relief, through 2d shapes which are cut out and constructed with.	Drawing Observational Undertake projects which explore observational drawing (drawing what you see), to record what is seen, and also experimental drawing, to share what is felt.	Painting Watercolour/Chalk Pastel/Wax Resist Enjoy discovering the interplay between materials for example wax and watercolour	Collage Mixed of Flora and Fauna Benefit from experiences learnt through drawing (in column 1) (mark-making, observational drawing, experimental drawing) and apply these skills to painting and collage:	Printing Mono Prints Create texture and to understand notions of positive and negative. Use pencils or the backs of spoon to create pressure to make a print.	3D Sculpture Clay/Modroc Explore modelling materials such as Modroc, clay and plasticine in an open-ended manner, to discover what they might do.
Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	3D Architecture Cut simple shapes from card and use them to construct architectural forms. Use drawn, collaged and printed elements as surface decoration for the architectural maquettes.	Painting Back Painting Use new colour mixing knowledge and transfer it to other media,	Drawing Pastels Develop mark-making skills through experimentation with various drawing media: pencil, graphite, chalk, soft pastel, wax and charcoal.	Painting colour Mixing Revisit colour mixing through colour wheel and understand relationships of primary and secondary colours colour wheel Apply colour mixing skills to a project	3D Sculpture/Collage Musical Instruments Explore observational drawing skills and mark making skills explored through drawing and colour mixing skills Explore how 2d can become 3d through "design through making".	Painting Watercolours Explore painting on different surfaces, such as fabric and different scales

Key Stage 2 Art Overview

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.

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, painting and sculpture with a range of materials.

To learn about great artists, architects and designers in history.

	Autumn		Spring		Summer	
Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Painting Colour Mixing Apply and build upon colour mixing and mark-making skills previously learnt, thinking about how certain colour ranges/combinations affect the outcome,	3D Craft Weaving and Sculpture Explore how combinations of materials such as wire, paper, fabric, string, card can be transformed into sculpture, discovering how best to manipulate them (cut, tear, bend, fold) and fasten them together (tie, bind, stick)	Animation and Collage Building on mark-making and observational skills, make drawings of animals, people and vehicles Use scissors to dissect the and reconstruct them into drawings that move,	Drawing Observational Practice observational drawing from the figure, exploring careful looking, intention, seeing big shapes, drawing with gesture, and quick sketching,	Drawing, Painting and Collage Make larger scale drawing from observation and imagination,	3D Clay Explore a simple clay technique such as making slab pieces, and decorate them relief patterns based upon observational drawing skills,
Year 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	3D Clay Work with a modelling material (clay or plasticine) to create quick 3d figurative sketches from life or imagination.	Design Textiles Develop design through making skills and collaborative working skills through fashion design. Explore paper and card manipulation skills to build 3d forms.	3D Sculpture Construct with a variety of materials (wool, string, twigs, found objects, paper etc.) exploring how to bring different media together, both technically and visually	Drawing, Painting and Collage Create a one-off project sketchbook which can inform future sketchbook practice, consolidating old skills and introducing new skills (including: creating spaces and places in sketchbook to help creative thinking, exploring and revealing own creative journey from a shared starting point	Drawing and Print Combine artforms such as collage, painting and printmaking in mixed media projects	3D Sculpture Develop visual literacy skills and discover how context and intention can change the meaning of objects

Year 5	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Drawing and Print Enable sketchbook work above to evolve and inform into a sculpture project. Combine and construct with a variety of materials, including modelling and paint,	Painting Faux Batik Paint on new surfaces (e.g. stone, fabric, walls, floors and work	3D Craft/Textiles Explore different ways artists use colour, shape and texture	3D Sculpture Explore architecture of another time and / or culture, and make individual work in response to what is seen. Enable evolution of ideas through a combination of design through making and drawn inspiration. collaboratively to produce images in new contexts	3D Modroc Explore sculptural ideas of balance (physical and aesthetic) and creative risk taking and play,	Drawing, Painting and Collage Explore relationship between sculpture and design through a sketchbook project which takes film/literature/drama as its starting point and facilitates an open-ended sculptural exploration, with children working at their own pace and following their own journey
Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	3D Sculpture Explore drawing and mark making on new surfaces, e.g. clay, linking to genres such as portraiture or landscape,	Drawing and collage Explore set design using mixed media and linking literature, drama, music and design,	3D Print Explore geometric design/pattern / structure,	Design Explore transformation of materials following own journey to produce an object which conveys personality of maker/designer,	Drawing Explore sequential drawing and narrative e.g. manga and graphic novels, possibly linking into develop into set design (see Design & Making),	Drawing and Puppetry Develop drawing and making skills and combine with narrative/character development and make puppets. Using tools to cut intricate shapes and use fastenings to create moving parts. Work collaboratively to perform, and use digital media to record