

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception/Year 1 Cycle A	Painting - identify primary colours by name, mix primary colours to make secondary colours Design - Famous Artist - explore the work of Pablo Picasso (self portraits) and create own self portrait, using abstract art as inspiration.		Drawing - draw representations of dinosaurs, adding additional detail and suggesting improvements. Design & Evaluate - Famous Artist - explore the work of Yayoi Kusama (spots and dots technique) Painting & Design —explore tools and techniques to create a dinosaur inspired by Kusama.		Design, Drawing & Sculpture - Explore sculpture with clay and manipulate for a purpose. Design by drawing an animal/bird using texture with art pencils and then create an animal in clay. Design & Evaluate - Famous Artist Explore the work of Andy Goldsworthy, sculpture with natural and found materials.	
Reception/ Year 1 Cycle B	Drawing - improving pencil skills using tone. Painting - identify primary colours by name, mix primary colours to make secondary colours Use of oil pastel to leave marks under a watercolour wash inspired by David Hockney's 'Pool with two figures'. Design - Famous Artist - explore the work of David Hockney		Design & Evaluate - Famous Artist - explore the work of Kandinsky, to explore shape and form. Using mixed media (collage) Painting - Use Kandinsky's Concentric Circles to explore different shades of the primary colours by adding black (shade) and white (tint).		Design & Evaluate - Famous Artist - explore the work of Matisse and still life. Drawing/Painting - draw representations of still life, adding additional detail using colour mixing skills and suggesting improvements. Sculpture - Use natural materials e.g. tree bark, to create clay relief tile and use scratching and scraping to create further details.	
Year 1/Year 2 Cycle A	Painting Colour mixing secondary colours from primary colours Drawing Pencil—developing tone using a pencil and techniques such as: hatching, scribbling, stippling, and blending. Design - Famous Artist – Picasso Use of colour linked to emotions to create own self portrait, using abstract art as inspiration.		Drawing - draw representations of animals, adding additional detail and suggesting improvements. Design & Evaluate - Famous Artist - explore the work of Georges Seurat (pointillist technique). Painting & Design —explore tools and techniques to create a artwork inspired by Seurat.		Design, Drawing & Sculpture - Explore sculpture with clay and manipulate for a purpose. Design by drawing an animal using texture with art pencils and then create animal in clay. Design & Evaluate - Famous Artist Investigate the work of Andy Goldsworthy, sculpture with natural and found materials exploring pattern and texture.	
Year 1/Year 2 Cycle B	Drawing /Painting: Developing pencil skills using tone and shading techniques. Living things inc. coral reef. Colour mixing secondary colours from primary colours Design - Famous Artist – David Hockney 'Garden' Use of texture in painting linked to light, colour and movement. Using oil pastels to add further details.		Design & Evaluate - Famous Artist - explore the abstract work of Kandinsky, to explore shape and form. Shapes and Lines. Using mixed media (e.g. printing, marbling, collage) Painting - Use Kandinsky's abstract work to explore different shades of the primary colours by adding black (shade) and white (tint). Use mixed media (e.g. printing, marbling, collage).		Drawing: Further develop sketching skills: drawing from observation. Painting: add colour details to work - Colour mixing– water colour. Design and Famous Artist –Matisse Colour mixing, discussing the colour wheel and using other painting tools. Sculpture: Use digital media for textures in nature research. Create clay relief tile, use tools, objects to create texture.	
Year 3	Drawing: Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels and other implements to create lines and marks, tone and texture to replicate Cave Art.		Painting: Using paint confidently (knowledge of the colour wheel) to create desired effects and textures when working on a range of scales (different brushstrokes to create texture). Artist study – Gustav Klimt - tree of life Art inspired by Greek God of Nature 'Gaea'		Design/ Sculpture: Plan, design and make a clay model from observation or imagination linked to Egyptian topic. E.g. Death Mask, Sphinx. Using tools to create different effects and texture. Artist Study - Augusta Savage (Realism through Sculpture)	
Year 4	Drawing & Design: Select and record from first hand observation, experience and imagination, and use sketching to draw local buildings first hand and Roman buildings from observations. Create a landscape inspired by artist study and Roman topic. Artist Study - L. S. Lowry pencil drawing - experiment with different grades of pencil and drawing implements.		Design: Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures Artist Study: Delita Martin (mixed media and textiles). Painting: Use effects and textures including blocking in colour, washes, thickened paint creating textural effects. Create mixed media to add to piece of art focusing on different ways of creating patterns through printmaking and textiles.		Sculpture: Join clay and create surface patterns and textures in malleable material. Create a Marquette using coils to build model. Use papier mâché and/or Modroc to create a simple 3D object related to the Anglo-Saxons. E.g. a simple 3D brooch, shield, belt buckle - using string for relief art (to raise the structure/pattern) Artist Study: Nampeyo - different cultures.	
Year 5	Sculpture: Sculpt emulating an artist's style - Human form, wire armature and clay. Artist Study: Giacometti. Artist Study: Van Gogh - Impressionism. Starry Night Painting: Mixing colours (complementary and contrasting) and creating palettes to paint with. Explore Impasto creating atmosphere inspired by Van Gogh.		Drawing: Develop sketching skills (Viking artefacts, geometric design) using pencil to create effects of light, shadow (Tonal contrast) and perspective. Work in a sustained and independent way to create a detailed drawing inspired by research from a variety of sources e.g. observational drawing, photographs, digital images, story/film illustrations Artist Study - Cressida Cowell (How to Train your Dragon).		Drawing: Draw from different viewpoints considering horizon lines and considering perspective. Considering using tones and tints, light and shade becoming increasingly subtle as understanding and skill in using the techniques develops. Design: use mixed media to enhance their art e.g. printing, painting, digital media. Artist Study: Megan Coyle and Ben Giles Mixed Media artists.	
Year 6	Drawing: Portraits inspired by artist Frida Kahlo. Work in a sustained and independent way developing own style of drawing; developing; line, tone, pattern, texture. Artist Study: Frida Kahlo Children will develop an awareness of composition, scale and proportion in their drawings.		Drawing/Sculpture: Plan a sculpture through drawing. Develop clay skills including; slabs, coils, rolling, pulling, pinching, squeezing, creating holes and hollows, smoothing, scratching details (patterns, textures) and slips. Artist Study: Kenny Hunter		Drawing and Design: London using perspective in their work using a single focal point and horizon. Architect Study: Norman Foster and Thomas Heatherwick Artist Study: Gustave Caillebotte and Clare Caulfield Painting: Pop Art inspired by Roy Lichtenstein (further Artist Study) and street art especially calligraphy.	