

# West Tyne Church Schools Federation

## Art & Design Long Term Plan

### Reception

Explore, use and refine a variety of artistic effects to express their ideas and feelings - drawing, printing, painting, collage, sculpting, textiles.

- Create collaboratively sharing ideas, resources and skills.

### Early Learning Goals

- Safely explore and use a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

- Share their creations, explaining the process they have used.

### Year 1/2 Cycle A

#### Drawing - Exploring Line and Shape

Exploring line and shape, working and experimenting with different materials.

#### Drawing - Understanding tone and texture

Exploring how artists use tone and texture and apply these to observational drawings.

#### Craft and Design - Woven Wonders

Learning fibre art such as plaiting, threading, knotting and weaving.

#### Craft and Design - Map it out

Responding to a design brief, children learn different techniques for working creatively.

### Year 1/2 Cycle B

#### Painting and mixed media - Colour splash

Exploring colour mixing through paint play, using a range of tools to paint on different surfaces and creating paintings inspired by artists.

#### Painting and mixed media - Life in colour

Developing colour mixing skills, learning about the work of artist Romare Bearden and creating textured papers using paint.

#### Sculpture and 3D - Paper play

Creating simple three dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card.

#### Sculpture and 3D - Clay houses

Exploring the way clay can be shaped and joined, children learn a range of essential skills for working with this medium.

### Year 3/4 Cycle A

#### Drawing - Developing Drawing Skills

Developing shading skills and drawing techniques to create botanical inspired art.

#### Drawing - Exploring tone, texture and proportion

Exploring tone, texture and proportion to create realistic drawings.

#### Craft and Design - Ancient Egyptian Scrolls

Developing design and craft skills taking inspiration from Ancient Egyptian art.

#### Craft and Design - Fabric of Nature

Using the flora and fauna of tropical rainforest as a starting point.

### Year 3/4 Cycle B

#### Painting and mixed media - Prehistoric painting

Discovering how and why our ancient ancestors made art, experimenting with natural materials.

#### Painting and mixed media - Light and dark

Developing skills in colour mixing, focusing on using tints and shades to create a 3D effect.

#### Sculpture and 3D - Abstract shape and space

Exploring how shapes and negative spaces can be represented by three dimensional forms.

#### Sculpture and 3D - Mega materials

Exploring how different materials can be shaped and joined and learning about techniques used by artists.

### Year 5/6 Cycle A

#### Drawing - Depth, Emotion and Movement

Exploring marking making for showing depth, emotion and movement.

#### Drawing - Expressing Ideas

Exploring how artists express ideas and how they use scale to do so.

#### Craft and Design - Architecture

Investigating the built environment through drawing and printmaking.

#### Craft and Design - Photo Opportunity

Developing photography skills and techniques to design a range of photos.

### Year 5/6 Cycle B

#### Painting and mixed media - Portraits

Investigating self-portraits by a range of artists.

#### Painting and mixed media - Artist study

Exploring a selection of paintings through art appreciation activities.

#### Sculpture and 3D - Interactive installation

#### Sculpture and 3D - Making memories

Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life.

### Drawing: Exploring line and shape

Exploring line and shape; working and experimenting with different materials through observational and collaborative pieces inspired by artists.

- 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

### Drawing: Understanding tone and texture

Exploring how artists use tone and texture and applying these techniques in observational drawings.

- 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

### Craft and design: Woven wonders

Learning fibre art skills such as plaiting, threading, knotting and weaving to create three-dimensional woven artworks inspired by artist Cecilia Vicuña.

- to use a range of materials creatively to design and make products
- 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

### Craft and design: Map it out

Responding to a design brief, children learn different techniques for working creatively with materials and at the end of the project, evaluate their design ideas.

- to use a range of materials creatively to design and make products
- 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

### Painting and mixed media: Colour splash

Exploring colour mixing through paint play, using a range of tools to paint on different surfaces and creating paintings inspired by Clarice Cliff and Jasper Johns.

- 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

### Painting and mixed media: Life in colour

Developing colour mixing skills, learning about the work of artist Romare Bearden and creating textured papers using paint, children compose collages inspired by their exploration of colour and texture in the world around them.

- 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

### Sculpture and 3D: Paper play

Creating simple three dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculptures.

- 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

### Sculpture and 3D: Clay house

Exploring the way clay can be shaped and joined, children learn a range of essential skills for working with this medium. They learn about the sculpture of Rachel Whiteread and create their own clay house tile in response.

- 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
- 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



**Drawing: Developing drawing skills**

Developing shading skills and drawing techniques to create botanical-inspired digital drawings.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

**Drawing: Exploring tone, texture and proportion**

Exploring tone, texture and proportion to create realistic drawings.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]

**Craft and design: Ancient Egyptian scrolls**

Developing design and craft skills taking inspiration from Ancient Egyptian art and pattern and paper making.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]

**Craft and design: Fabric of nature**

Using the flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to design a repeating pattern suitable for fabric.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]



### Painting and mixed media: Prehistoric painting

Discovering how and why our ancient ancestors made art, experimenting with natural materials to make homemade paints and playing with scale to paint on a range of surfaces.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]

### Painting and mixed media: Light and dark

Developing skills in colour mixing, focusing on using tints and shades to create a 3D effect. Experimenting with composition and applying painting techniques to a personal still life piece.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

### Sculpture and 3D: Abstract shape and space

Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

### Sculpture and 3D: Mega materials

Exploring how different materials can be shaped and joined and learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp, children create their own sculptures.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history



**Drawing: Depth, emotion and movement**

Exploring mark making for showing depth, emotion and movement.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

**Drawing: Expressing ideas**

Exploring how artists express ideas and how they use scale to do so.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

**Craft and design: Architecture**

Investigating the built environment through drawing and printmaking, learning about the work of architect Zaha Hadid, creatively presenting research on artist Hundertwasser and exploring the symbolism of monument 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

**Craft and design: Photo opportunity**

Developing photography skills and techniques to design a range of creative photographic outcomes.

- to create sketch books to record their observations and use them to review and revisit ideas
- about great artists, architects and designers in history



### Painting and mixed media: Portraits

Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

### Painting and mixed media: Artist study

Exploring a selection of paintings through art appreciation activities. Collecting ideas in sketchbooks and planning for a final piece after researching the life, techniques and artistic intentions of an artist that interests them.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

### Sculpture and 3D: Interactive installation

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

### Sculpture and 3D: Making memories

Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning.

- 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 drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history