

Art and Design Long-Term Planning

Curriculum Driver: Be Brave

Art and Design		Autumn 1 Week 6	Autumn 1 Week 7	Autumn 2 Week 1	Autumn 2 Week 2	Autumn 2 Week 3
Drawing	Year 1 'Exploring lines and shape'	Year 1 Exploring line Explore control and pressure to create different types of lines.	Year 1 Musical lines Practice drawing different lines using music as a stimulus.	Year 1 Exploring shapes Connect lines to create shapes.	Year 1 Shape in Art Explore lines and shapes in pictures for portrait drawing.	Year 1 Klee Portraits Use control and pressure skills to add colour to a drawing.
	Year 2 'Understanding tone and texture'	Year 2 Exploring drawing materials Explore drawing techniques using a range of materials.	Year 2 Understanding and creating texture Explore and describe texture through touch and rubbings.	Year 2 Exploring tonal shading Develop tonal shading skills using control and pressure.	Year 2 Sketching and refining a drawing Develop an initial sketch for an observational drawing.	Year 2 Creating an observational drawing Use tone and texture to create an observational drawing.
		Longitudinal Learning: To talk about and describe the work of a range of different artists				
Art and Design		Spring 2 Week 1	Spring 2 Week 2	Spring 2 Week 3	Spring 2 Week 4	Spring 2 Week 5
Painting & Mixed Media	Year 1 'Learning about paint and brush control'	Year 1 Paint and brush control Learn how to hold and move a paintbrush in different ways.	Year 1 Exploring brushes Explore how different brush sizes create different marks.	Year 1 Controlling paint Develop control when using paint.	Year 1 Planning a painting Learn how to plan a painting.	Year 1 Alma Thomas inspired paintings. Create a painting inspired by Alma Thomas using a plan.
	Year 2 'Colour mixing'	Year 2 Exploring primary colours Explore how primary colours mix to make new colours.	Year 2 Primary and secondary colours. Explore mixing primary colours into secondary colours	Year 2 Creating secondary colours for a purpose. Create secondary colours for a purpose.	Year 2 Using paint in different ways. Explore how artists use paint to achieve different effects.	Year 2 Applying colour mixing skills Apply colour mixing skills to develop a piece of art.
		Longitudinal Learning: To talk about and describe the work of a range of different artists				
Art and Design		Summer 1 Week 1	Summer 1 Week 2	Summer 1 Week 3	Summer 1 Week 4	Summer 1 Week 5
Sculpture & 3D	Year 1 'Paper Play'	Year 1 Tube towers Roll paper to make cylinders and combine these to create a sculpture. Adapt ideas when working.	Year 1 3D drawings Fold and roll paper to create 3D shapes. Arrange paper and overlap paper to create a 3D 'drawing'.	Year 1 Tree of life Plan a sculpture by drawing ideas. Use at least three different techniques for shaping paper and add detail to sculpture.	Year 1 Giant spider sculpture (part 1) Create different parts of a sculpture and secure these parts together, working co-operatively. Understand that	Year 1 Giant spider sculpture (part 2) Use different tools to paint with. Paint onto 3D surfaces using different methods. Work collaboratively.

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					sculpture can be made from a range of materials.	
	Year 2 'Clay Houses'	Year 2 Exploring clay Flatten and shape clay using hands. Make marks in clay by pressing into it. Shape clay to make a model.	Year 2 Pinch pots Use pinching technique to shape a pot. Join clay using 'score and slip' technique to add decoration.	Year 2 Applying skills in clay Roll a smooth clay tile. Create pattern by pressing into and joining onto clay.	Year 2 Designing a tile Draw and label a house that will be made into a clay tile. Decide how to make feature such as door, window and roof in clay.	Year 2 House tiles Use design to inform work. Use pressing in and joining clay techniques. Evaluate finished tile and say how it reflects design.
		Longitudinal Learning: To talk about and describe the work of a range of different artists				