



Bricknell Primary School

Art and Design Long Term Plan

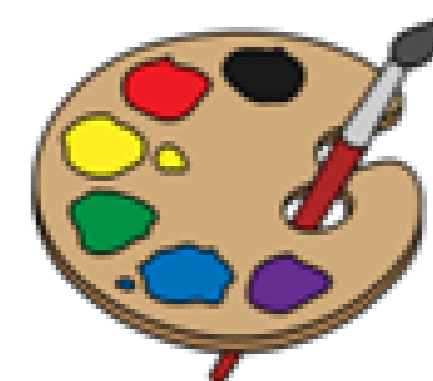
The Art and Design Curriculum is structured under the following areas of learning:

Key concepts: These concepts are explored through each unit of art and build progressively as pupils move through the school

- Knowledge of artists and designers: (factual knowledge)
- Exploring and developing ideas: (conceptual knowledge)
- Making skills and Formal Elements: (procedural knowledge)
- Evaluating: (metacognitive knowledge)

Second order concepts:

- Chronology (history of art and changes over time)
- Similarity and difference (comparing works of art, identifying common/different styles and techniques)
- Significance (significant artists, works of art and art movements)
- Written, oral and creative expression: (using artistic terminology, evaluating, refining, describing, experimenting, creating, presenting)



<i>Year Group</i>	<i>Autumn</i>	<i>Spring</i>	<i>Summer</i>
EYFS	Art and Design is part of the Expressive Arts and Design Area of Learning. Child initiated and adult guided activities are planned for and resourced each week. Skills are planned through the objectives within the EYFS Statutory Framework and ensure progression into Key Stage 1. These progressive skills are included in each of the following areas: knowledge of artists and designers, exploring and developing ideas, evaluating their own work, making skills (drawing, painting, craft, design, materials and techniques), knowing and applying formal elements of form, line, pattern, shape, texture and tone. In addition, children in Nursery and Reception work progressively towards curriculum goals each term.		
1	<p>Formal Elements of Art</p> <p>Abstract compositions, exploring line, making waves, making colours, painting with colour</p>	<p>Making Skills</p> <p>Lego print designs, Louis Wain, experimenting with media, colour mixing, printing</p>	<p>Landscapes using Different Media</p> <p>Seaside landscapes, beach textures, shades and colours of the sea, painting over texture, beach collage</p>
2	<p>Formal Elements of Art</p> <p>Repeating patterns, taking rubbings, frottage, 3D pencil drawings, 3D colour drawings, drawing for fun</p>	<p>Making Skills</p> <p>Clay, weaving a picture, shading, painting, drawing for fun</p>	<p>Sculpture and Mixed Media</p> <p>Superhero figures, drawing expressions, multimedia superheroes</p>
3	<p>Formal Elements of Art</p> <p>Seeing simple shapes, geometry, the 4 rules of shading, shading from light to dark</p>	<p>Making Skills and Craft</p> <p>Carl Giles, painting tints and shades, mood board, tie dyeing materials, weaving, sewing</p>	<p>Prehistoric Art</p> <p>Exploring prehistoric art, charcoal animals, prehistoric palette, painting of the cave wall, hands on a cave wall</p>
4	<p>Formal Elements</p> <p>Charcoal mark making, playdough printing, stamp printing, reflection and symmetry, flower of life</p>	<p>Making Skills</p> <p>Curators, soap sculptures, willow pattern, still life, Paul Cezanne</p>	<p>Every Picture Tells a Story/Sculpture</p> <p>Paula Rego's The Dance, Brueghel's Children's Games, Fiona Rae, making maracas or drums from recycled materials, arcimboldo</p>
5	<p>Formal Elements</p> <p>House drawing, house monoprints, Hunderstwasser House, be an architect, monument</p>	<p>Making Skills</p> <p>Little inventors, a walking line, packaging collage, how artists work</p>	<p>Every Picture Tells a Story/Design for Purpose</p> <p>Banksy, Rorschach, emojis, John Singer Sargent, Magdalene Odundo, designing spaces, changing spaces</p>
6	<p>Making Skills</p> <p>Zentangle patterns, making a hat, impressionism, Edward Hopper, zentangle printing</p>	<p>Make My Voice Heard</p> <p>Graffiti artists' Tag, Kathe Kollwitz, Pablo Picasso, clay sculpture</p>	<p>Art and Design Photography</p> <p>Photomontage, truisms, macro photography, self portraits, expressions in photography, zentangle patterns, zentangle printing</p>