

Whitchurch Primary School Art Curriculum Long Term Plan						
	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
<b>Reception</b>	<b><u>Me and My World</u></b> Exploring 3D materials, Using our dance to make art, painting using colour.	<b><u>Night Life</u></b> Exploring materials (wax resist) and marks Brush Strokes), What can we see using shape?	<b><u>Space</u></b> Using our imagination, (wet on wet watercolour) building worlds -cardboard Construction, using colour, spin, drip, flick	<b><u>Magical Tales</u></b> Using our imagination responding to music , building tiny worlds, What can we see exploring scale	<b><u>At Sea</u></b> Using Imagination through scratch board techniques, 3D paper sculpture, observational drawing, Exploring materials creating sea scapes	<b><u>Minibeasts</u></b> Using Warm and cool colours, symmetry, Creating worlds through printing, washes, Printing using natural materials
<b>Year 1</b>	<b><u>Spirals</u></b> Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.	<b><u>Simple Printmaking</u></b> Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.	<b><u>Playful Making</u></b> Exploring materials and intention through a playful approach	<b><u>Exploring Watercolour</u></b> Exploring watercolour and discovering we can use accidental marks to help us make art.	<b><u>Making Birds</u></b> Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.	<b><u>Inspired by Flora &amp; Fauna</u></b> Explore how artists make art inspired by flora and fauna. Make collages of MiniBeasts and display as a shared artwork.
<b>Year 2</b>	<b><u>Explore &amp; Draw</u></b> Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.	<b><u>Exploring the World Through Mono Print</u></b> Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership	<b><u>Be An Architect</u></b> Exploring architecture and creating architectural models.	<b><u>Expressive Painting</u></b> Explore how painters can use paint in an expressive /gestural way. Explore colour mixing & experimental mark making to create abstract still lifes.	<b><u>Stick Transformation Project</u></b> Explore how you can transform a familiar object into new and fun forms.	<b><u>Music &amp; Art</u></b> Explore how we can make art inspired by the sounds we hear.
<b>Year 3</b>	<b><u>Gestural Drawing with Charcoal</u></b> Making loose, gestural drawings with charcoal, and exploring drama and performance.	<b><u>Working with Shape and Colour</u></b> "Painting with Scissors": Collage and stencil in response to looking at artwork.	<b><u>Telling Stories Through Making</u></b> Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film.	<b><u>Cloth, Thread, Paint</u></b> Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.	<b><u>Making Animated Drawings</u></b> Explore how to create simple moving drawings by making paper "puppets" and animate them using tablets.	<b><u>Using Natural Materials to Make Images</u></b> Using natural pigments and dyes from the local environment to make art. Exploring Cyanotype and Anthotype

<b>Years 4</b>	<b><u>Storytelling Through Drawing</u></b> Explore how artists create sequenced drawings to share and tell stories. Create concertinas or comic strips to retell poetry or prose through drawing.	<b><u>Exploring Pattern</u></b> Exploring how we can use colour, line and shape to create patterns, including repeating patterns	<b><u>The Art of Display</u></b> Explore how the way we display our work can affect the way it is seen.	<b><u>Exploring Still Life</u></b> Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.	<b><u>Sculpture, Structure, Inventiveness &amp; Determination</u></b> What can artists learn from nature?	<b><u>Festival Feasts</u></b> How might we use food and art to bring us together?
<b>Year 5</b>	<b><u>Typography &amp; Maps</u></b> Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.	<b><u>Making Monotypes</u></b> Combine the monotype process with painting and collage to make visual poetry zines.	<b><u>Set Design</u></b> Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.	<b><u>Mixed Media Land &amp; City Scapes</u></b> Explore how artists use a variety of media to capture spirit of the place.	<b><u>Architecture: Dream Big or Small?</u></b> Explore the responsibilities architects have to design us a better world. Make your own architectural model.	<b><u>Fashion Design</u></b> Explore contemporary fashion designers and create your own 2d or 3d fashion design working to a brief.
<b>Year 6</b>	<b><u>2D Drawing to 3D Making</u></b> Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	<b><u>Activism</u></b> Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.	<b><u>Brave Colour</u></b> Exploring how artists use light, form and colour to create immersive environments.	<b><u>Exploring Identity</u></b> Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait.	<b><u>Take a Seat</u></b> Explore how craftspeople and designers bring personality to their work.	<b><u>Shadow Puppets</u></b> Explore how traditional and contemporary artists use cutouts and shadow puppets.