



# Manland Primary School-Long Term Curriculum Plan

## Overview of Skills – Art



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Use tools and understand their purposes Mix paint to explore how colours can be changed Construct using a variety of resources Use a range of tools and materials to create a planned effect Use tools with increasing accuracy Create simple representations of events, people and objects.		Construct with a purpose in mind Select appropriate resources to shape, assemble and join materials Design own representations of events, people and objects Choose colours for a purpose Adapt work where necessary Creates simple representations of events, people and objects.		Use a range of tools safely and experiment with how to use them effectively Produce artwork using materials and media in original ways Creates simple representations of events, people and objects. Represent their own ideas, thoughts and feelings through Art	
Year 1	Printing/texture-buildings Respond to ideas and starting points. Use repeating or overlapping shapes. Mimic print from the environment (e.g. wallpapers) Use objects to create prints (e.g. fruit, vegetables or sponges). Press, roll, rub and stamp to make prints.		Drawing/painting-observational –plants Respond to ideas and starting points. Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Use thick and thin brushes. Mix primary colours to make secondary. Digital art Respond to ideas and starting points. Use a wide range of tools to create different textures, lines, tones, colours and shapes.		Collage –hot/cold Respond to ideas and starting points. Use a combination of materials that are cut, torn and glued.(Matisse- Snail) Sort and arrange materials. Mix materials to create texture.	
Year 2	Portraits (Use ideas drawn from portraits photos and paintings) Painting Learn about work of Picasso or Andy Warhol To develop ideas Explore ideas and collect visual information. Explore different methods and materials as ideas develop. To master techniques. Drawing Draw lines of different sizes and thickness. Show pattern and texture by adding dots and lines. Show different tones using coloured pencils.  Painting		Fire – Painting/Sculpture Landscapes/Sunsets To develop ideas Explore ideas and collect visual information. Explore different methods and materials as ideas develop. To master techniques. Painting Add white to colours to make tints and black to colours to make tones. To take inspiration from the greats (classic and modern) Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces.  Sculpture -3D House Use rolled up paper etc as materials.		Aboriginal Art Pattern Weaving / Silhouette Dyes – Earth Colours To develop ideas Explore ideas and collect visual information. Explore different methods and materials as ideas develop. To master techniques. Textiles (weaving) Use weaving to create a pattern. Join materials using glue. Use plaiting Use dip dye techniques.	



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	<p>Add white to colours to make tints and black to colours to make tones. Create colour wheels.</p> <p>To take inspiration from the greats (classic and modern) Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces.</p>		<p>Use techniques such as rolling, cutting. Include lines and texture. To take inspiration from the greats (classic and modern) Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces.</p>			
Year 3	<p><b>Scratch:</b> Digital media - Create images.</p> <p>Cave paintings: Create original pieces that are influenced by studies of others Comment on artworks using visual language.</p>	<p><b>Illuminated letter:</b> Use coiling</p> <p><b>Textiles:</b> Shape and stitch materials. Use basic cross stitch and back stitch. Create weavings (at Celtic Harmony camp)</p>	<p><b>Sketching:</b> Use different hardnesses of pencils to show line, tone and texture. Sketch lightly (no need to use a rubber to correct mistakes) Use shading to show light and shadow. <b>Creating videos:</b> Create video and sound recordings and explain why they were created</p>	<p><b>Printing:</b> Replicate patterns observed in natural or built environments. Make printing blocks (e.g. from coiled string glued to a block). Make precise repeating patterns. Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others</p>	<p><b>Watercolour:</b> Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively. Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour. <b>Mosaic:</b> use mosaic.</p>	<p><b>Venetian mask:</b> Use other mouldable materials. Add materials to provide interesting detail • Create original pieces that are influenced by studies of others</p>
Year 4	<p>Use different hardness's of pencils to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes). Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture. Use overlapping, tessellation and montage.</p>		<p>Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). Include texture that conveys feelings, expression or movement. Use clay and other mouldable materials.</p>		<p>Replicate some of the techniques used by notable artists, artisans and designers. Sketch lightly (no need to use a rubber to correct mistakes). Shape and stitch materials</p>	
Year 5	<p><u>William Morris Sketches</u> Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch</p>		<p><u>Sculpture</u> <u>Ancient Greek Vases</u> Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.</p>		<p><u>Water colour painting</u> <u>Mountain landscape</u> Use the qualities of watercolour and acrylic</p>	<p><u>Textiles:</u> <u>Draw string shoe bags</u> Show precision in techniques.</p>



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	<p>book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses.</p>	<p>Use tools to carve and add shapes, texture and pattern</p>	<p>paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture.</p>	<p>Choose from a range of stitching techniques. Combine previously learned techniques to create pieces.</p>
<p>Year 6</p>	<p>Enhance digital media by editing (including sound, video, animation, still images and installations). Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language. Mix textures (rough and smooth, plain and patterned). Combine visual and tactile qualities. Use ceramic mosaic materials and techniques.</p>	<p>Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture. Develop a personal style of painting, drawing upon ideas from other artists. Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists. Create original pieces that show a range of influences and styles. Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). Use a choice of techniques to depict movement, perspective, shadows and reflection. Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</p>	<p>Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities. Build up layers of colours. Create an accurate pattern, showing fine detail. Use a range of visual elements to reflect the purpose of the work.</p>	