ART AND DESIGN Medium Term Plan YEAR

We follow the Learning Means the World Curriculum; to ensure full coverage and progression in each year group, over the two year rolling programme, we supplement with Kapow and our own units.

Autumn Tei	Autumn Term 2024			
	Autumn 1	Autumn 2		
Nursery	N1: Notice patterns with strong contrasts. Explore paint using fingers and other body parts. N2: Create closed shapes with continuous lines and begin to use these shapes to represent objects.	N1: Start to make marks intentionally. Explore different materials, using all their senses to investigate them. N2: Explore different materials freely, to develop their ideas about how to use them and what to make. Explore colour and colour mixing.		
Puffins R	Drawing: Marvellous Marks Artist - Hans Holbein WALT investigate the shapes and patterns made by different textures. WALT explore making marks with felt tips. WALT explore making marks with chalk. WALT explore making marks using pencils. WALT create a simple observational drawing. WALT use a variety of colours and materials to create a self-portrait.			
Puffins 1	Drawing: Make your Mark Artist - Hans Holbein WALT know how to create different types of lines. WALT explore line and mark making to draw water. WALT draw with different media. WALT draw with different media. WALT apply an understanding of mark making. WALT apply an understanding of drawing materials and mark making to draw from observation. Key Vocabulary	DT - Mechanisms, Sliders and levers		

	 pastel printing shade shadow straight texture vertical wavy 	
Choughs 2	Painting Pupils will be introduced to the terms 'primary' and 'secondary' when mixing colours. They will begin to understand that the choice of brush is important when painting and will know how to hold a brush correctly to ensure full control. Pupils will also develop the technique of colour mixing by adding white to colours to produce tints. They will be introduced to French artist, Claude Monet and they will focus on his seascapes, producing their own pictures using colour mixing techniques. Skills Development To develop colour mixing skills through mixing primary colours To develop colour mixing by adding white	'Land Ahoy' DT
	 Concepts NC - To know 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 NC - To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To learn about various techniques used for creating an image / canvas using different media To learn about the French artist, Claude Monet, and some of his paintings 	
Choughs 3 Choughs 4	'Zero to Hero' Year 3s and 4s will extend this by looking deeper at Claude Monet's painting style; they will experiment and refine colour mixing skills to create seascapes using accurate colour and compare these with impressionist work. Skills Development • To experiment with different effects eg blocking in colour, colour washes • To mix a variety of colours and know which primary colours make secondary colours • To make and match colours with increasing accuracy • To use more specific colour language eg tint, tone, shade, hue Concepts NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials NC - To know about great artists, architects and designers	'Land Ahoy' DT
Razorbills 5 Razorbills 6	To know that Claude Monet was an impressionist artist and to learn about impressionism 'In Your Element' 'Pharaoh Queen' 'Pharaoh Queen'	 'A World of Bright Ideas' Printing Artist study - appraise and respond to the work of Andy Warhol and Favianna Rodriguez Design and create a relief print Design and create a stencil Design and create a relief print using a stencil

Spring T	pring Term 2025			
	Spring 1	Spring 2		
Nurser	N1: Explore paint using brushes.	N1: Use their imagination as they consider what they can do with different materials.		
У	Manipulate and play with different materials.	N2: Draw with increasing complexity and detail, such as representing a face with circle including details.		
	N2: Use drawing to represent ideas like movement or loud noises.	Respond to what they have heard, expressing their thoughts and feelings.		
uffins	Painting and Mixed Media: Paint my World			
R	Artist - Clarice Cliff			
	WALT explore paint through finger painting.			
	WALT create natural paintbrushes using found objects.			
	WALT respond to music through the medium of painting.			
	WALT make child led collages using mixed media.			
	WALT create landscape collages inspired by the work of			
	Megan Coyle.			
	WALT create a large piece of group artwork based around			
	fireworks.			
	Key Vocabulary			
uffins	Painting and Mixed Media: Colour Splash	DT - Structures		
1	Artist - Clarice Cliff			
	WALT investigate how to mix secondary colours.			
	WALT apply knowledge of colour mixing when painting.			
	WALT explore colour when printing.			
	WALT experiment with paint mixing to make a range of			
	secondary colours.			
	WALT apply our painting skills when working in the style of an artist.			
	an artist.			
	Key Vocabulary			
	• blend			
	• hue			
	• kaleidoscope			
	• pattern			
	mix primary colour			
	primary colourprint			
	secondary colour			
	• shade			
	• shape			
	• space			
	• texture			
	• thick			

Know why logos are important in branding - find examples of logos
Know the features of a good logo & create your own logo

Choug	The story of Prehistoric man - Lindow Man"	Thats all Folks - Tell a story - Kapow
hs 2	DT - Textiles	Drawing Artist Focus: Jack Kirby Concepts NC - To create sketch books to record their observations and use them to review and revisit ideas NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials NC - To know about great artists, architects and designers To identify that Jack Kirby is famous for his comic book style To learn that Jack Kirby was the creator of Captain America and many more Marvel characters To know that various methods can be used to create comic art To develop a range of mark making techniques. To explore and experiment with mark-making to create textures. To develop observational drawing. To understand how to apply expressions to illustrate a character. To develop illustrations to tell a story.
Choug	'The story of prehistoric man / Lindow man!'	Thats all Folks - Tell a story - Kapow
hs 3 Choug hs 4	DT - Textiles	Drawing Artist Focus: Jack Kirby Concepts NC - To create sketch books to record their observations and use them to review and revisit ideas NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials NC - To know about great artists, architects and designers To identify that Jack Kirby is famous for his comic book style To learn that Jack Kirby was the creator of Captain America and many more Marvel characters To know that various methods can be used to create comic art
Razorb ills 5 Razorb ills 6	'Come Fly With Me' America Drawing Artist Focus: Banksy Make my voice heard To explore expressive drawing techniques. To consider how symbolism in art can convey meaning. To apply understanding of the drawing technique chiaroscuro. To evaluate the context and intention of street art. To apply an understanding of impact and effect to create a powerful image.	'Wars of the World'

ummer Term 2025			
	Summer 1	Summer 2	
Nursery	N1: Express feelings though making marks, and sometimes give a meaning to the marks they make. Explore paint using tools. N2: Develop their own ideas and then decide which materials to use to express them. Show different emotions in their drawings and paintings.	N1: Make simple models which express their ideas N2: Make imaginative and complex 'small worlds' with blocks and construction kits.	
Puffins R	Sculpture and 3D: Creation Station Artist -Barbara Hepworth WALT explore clay and its properties. WALT explore playdough and its properties. WALT create natural 3D landscape pictures using found objects. WALT generate inspiration and conversation about sculpture using the designs created last lesson. WALT make 3D sculpture using the designs created last lesson. WALT make a 3D sculpture using the designs created last lesson. Key Vocabulary	Craft and Design: Lets get Crafty Artist - Tammy Kanat WALT develop scissor skills. WALT develop threading skills. WALT about the different ways in which we can join materials together and practise these techniques. WALT fold, curl and cut paper to achieve a desired effect. WALT create a design for a tissue paper flower.	
Puffins 1	Sculpture and 3D: Paper Play Artist - Barbara Hepworth WALT roll paper to make 3D structures. WALT shape paper to make a 3D drawing. WALT apply paper-shaping skills to make an imaginative sculpture. WALT work collaboratively to plan and create a structure. WALT apply painting skills when working in 3D. Key Vocabulary artist carving concertina curve cylinder imagine loop mosaic overlap sculpture spiral three dimensional (3D) tube zig-zag	Craft and Design: Woven Wonders Artist - Tammy Kanat WALT know art can be made in different ways. WALT choose, measure, arrange and fix materials. WALT explore plaiting, threading and knitting techniques. WALT weave. WALT combine techniques in woven artwork. Key Vocabulary art artist craft knot loom plait thread threading warp weaving weft	
Choughs	'Picture Our Planet' 4	'Viking Warrior' 3/4	

2 Collage - textiles

Artist Focus - Romero Britto

Skills Development

- To investigate using a wide variety of media, including cards, fabric, plastic, tissue, magazines, crepe paper
- To use a variety of different techniques eg cut, rip, join

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

- NC To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- To be able to explore a range of materials in order to add texture to a collage
- To learn about Romero Britto and his collage work

Concepts

Local History

Mega Materials (Kapow)

Artist Focus - El Anatsui

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Skills Development

Sculpture

NC- To use drawing, painting and sculpture to develop and share their ideas, experiences and

• Experiment with, construct and join recycled, natural and man-made materials more

Imagination

- To use cardboard construction kits to explore how to create a sculpture
- To learn about El Anatsui and create their own piece in response to his work

Choughs 3

4

3 C Choughs A

Collage - textiles

'Picture Our Planet' 4

Artist Focus - Romero Britto
Textiles and Collage ENRICHMENT

Pupils will be introduced to the work of Romero Britto, a Brazilian artist who is well known for his bright and vibrant collage-like artwork. Pupils will use his work as inspiration for their own colourful textile collage piece. Pupils will need to identify fabrics that would be the most suitable for their design by discussing their features. They will be introduced to the technique of layering to produce interesting art pieces. Pupils will go on to use the flora and fauna of tropical rainforests as a starting point to design a repeating pattern suitable for a fabric.

PLUS Kapow Fabric of Nature

Skills Development

• To know how to cut, layer and join materials

Concepts

NC - To know about great artists, architects and designers

To learn about Romero Britto and discuss the key features of his work e.g. bright colours, abstract form, bold lines

- To explore magnification and mark making to develop new imagery
- To learn how to create a repeating pattern for fabric design inspired William Morris
- To understand starting points in a design process.
- To explore techniques to develop imagery.
- To explore using a textile technique to develop patterns.
- To explore using a textile technique to develop patterns.
- To understand how art is made for different purposes.



'Viking Warrior' 3/4

Local History

Sculpture

Mega Materials (Kapow)

Artist Focus - El Anatsui

Pupils will create 3D drawings and designs, considering how their shape could be cut from soap, using 'Viking Warrior' as a stimulus. They will then transfer the drawn idea to a soap carving. They will learn about Sokari Douglas Camp and El Anatsui and create sculptures in the style of them both. Finally they will make considered choices on how to join materials to create their own piece and will describe how their own work has been influenced by El Anatsui.

Sculpture and 3D Form

Skills Development

- To know how to form and join materials including wire
- To transfer a drawn idea successfully to a soap carving

• Explore sculpture with a range of malleable materials

• To transfer a drawn idea to a clay model

• To explore different ways to join recycled objects to create a 3D outcome, making considered choices about the placement of materials

NC- To know about great artists and designers. To learn about Sokari Douglas Camp and El Anatsui and discuss key features of their work eg block lettering, wire sculpture

- To develop ideas for 3D work through drawing and visualisation in 2D
- To use more complex techniques to shape materials
- To explore how shapes can be formed and joined in wire
- To consider the effect of how sculpture is displayed
- To choose and join a variety of materials to make a sculpture



Observational drawing/ painting on site in local area (ENRICHMENT)

Concepts

NC - To create sketch books to record their observations and use them to review and revisit ideas

NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials

Razorbills	'Full of Beans'		
5	Painting and Mixed Media	I _	
Razorbills	Artist focus: Devon Rodriguez	En	nrichment- University of Plymouth Pinhole Camera Project
6	Portraits		
	To explore how a drawing can be developed.		
	To combine materials for effect.		
	To identify the features of self-portraits.		
	To develop ideas towards an outcome by experimenting with materials		
	and techniques.		
	To apply knowledge and skills to create a mixed media self-portrait.		