



Blocked Curriculum Overview: Long Term Plan : Art and Design

	Advent Term	Lent Term		Pentecost Term
Key Stage 1				
Cycle A 2025-26 2027-28	Make your mark Developing observational drawing skills when exploring mark-making . Children use a range of tools, investigating how texture can be created in drawings. They apply their skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman.	Colour Splash Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by Clarice Cliff and Jasper Johns.		Paper Play Creating simple three dimensional shapes and structures manipulating paper and card to make a ‘Moonscape’ sculpture. Opportunities to make a collaborative sculptural alien based on the art of Louise Bourgeois. (Based on ‘Paper Play’ Kappow unit- making a tree of life
		Clay Houses (Willow Pattern/ Chinese plate) Experimenting with clay (roll, impress and join). Rachel Whiteread. Make and evaluate a Chinese inspired plate.		
Cycle B 2026-27 2028-29	Design Technology	Life in Colour Collage artist Romare Bearden - children consolidate their knowledge of colour mixing and create textures in paint using different tools. They create their own painted paper collage.		Design Technology
		Map it Out Children create a piece of art that represents their local area using a map as their stimulus. They evaluate their design ideas, choosing the best to meet the brief		
Key Stage 2				
Cycle A 2027-28	Sculpting Vases Plan Bee planning unit Exploring Greek containers and comparing them with everyday containers today: examining the vases of artists and crafts people. Developing control over a range of tools: experimenting with plasticene. Work with clay to design, crate and evaluate their own artistic vases.	Make my Voice Heard Exploring Mayan art, chiaroscuro; street art (including Banksy).	Growing Artists Using botanical drawings and scientific plant studies ; the techniques of artists Georgia O’Keefe and Maud Purdy; scale and tonal shading	Design Technology
Cycle B 2028-29	Prehistoric Painting Investigating making their own paints, making tools and painting on different surfaces, the children explore prehistoric art.	Power Prints Using everyday electrical items as a starting point, pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.		Mega Materials Exploring the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp and creating their own sculptures
Cycle C 2025-26	Ancient Egyptian Scrolls How colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll and design a ‘zine’.	Photo Opportunity Exploring photography as a medium for expressing ideas, pupils investigate scale and composition, colour and techniques for adapting finished images. They use digital media to design and create photographic imagery for a specific design brief		Early Islamic Art Plan Bee planning unit Geometric and arabesque patterns in Islamic Art; calligraphy; Islamic architecture, Stained glass.



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Cycle D 2026-27	Portraits Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media.	Fabric of Nature Using flora and fauna as a starting point, children develop drawings through experimentation and textile-based techniques to design a repeating pattern suitable for fabric. Focus on the Victorian textile designer William Morris	Design Technology
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Drawing	Painting and Mixed Media	Sculpture and 3D	Craft and Design
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