



## Blocked Curriculum Overview: Long Term Plan : Art and Design

	Advent Term	Lent Term	Pentecost Term
<b>Key Stage 1</b>			
<b>Cycle A</b> 2023-24 2025-26	<b>Make your mark</b> 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.	<b>Colour Splash</b> 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.	<b>Paper Play</b> 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)
<b>Cycle B</b> 2022-23 2024-25	<b>Design Technology</b>	<b>Map it Out</b> 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	<b>Life in Colour</b> 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.
<b>Key Stage 2</b>			
<b>Cycle A</b> 2023-24	<b>Sculpting Vases</b> Pan 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.	<b>Growing Artists</b> Using botanical drawings and scientific plant studies as inspiration, pupils explore the techniques of artists Georgia O'Keefe and Maud Purdy; differences in the choice of drawing medium, scale and the way tonal shading can help create form.	<b>Design Technology</b>
<b>Cycle B</b> 2024-25	<b>Prehistoric Painting</b> Investigating making their own paints, making tools and painting on different surfaces, the children explore prehistoric art.	<b>Power Prints</b> 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.	<b>Mega Materials</b> 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
<b>Cycle C</b> 2025-26	<b>Ancient Egyptian Scrolls</b> 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'.	<b>Abstract Shape and Space</b> Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro and Ruth Asawa.	<b>Early Islamic Art</b> Plan Bee planning unit Geometric and arabesque patterns in Islamic Art; calligraphy; Islamic architecture, Stained glass.
<b>Cycle D</b> 2022-23	<b>Portraits</b> 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.	<b>Photo Opportunity</b> 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	<b>Fabric of Nature</b> Using flora and fauna as a starting point, children develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric. Focus on the Victorian textile designer William Morris

Drawing	Painting and Mixed Media	Sculpture and 3D	Craft and Design
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