|  |  |  |  |
| --- | --- | --- | --- |
| **Cycle A Bearpark Art & Design Long Term Plan 2023 to 2024** | | | |
|  | **Autumn** | **Spring** | **Summer** |
| **Nursery & Reception** | **Topic** Me and My Home/Let’s Celebrate  **Technique: Join different materials and explore different textures**  **Artist/Designer:** Leonardo De Vinci  1.Build & destroy.  2.Manipulate materials.  3.Simple collage. | **Topic** Above the Clouds/My Imagination  **Techniques: Explore paint by using fingers and other parts of body**  **Artist/Designer:** Andy Warhol  1.Name & mix primary colours.  2.Use a range of tools that make colour on paper.  3.Learn the names of different tools. | **Topic** The Great Outdoors/Under the Sea  **Technique: Create closed shapes and continuous lines**  **Artist/Designer:** Claude Monet  1.Begin to use a variety of drawing tools.  2.Investigate lines.  3.Encourage accurate drawing of people. |
| **Year 1 & 2** | **Topic** Our Wonderful World  **Techniques: Colour**  **Artist/Designer**: John Constable  1.To know what a sketch book is.  2.Name all the colours.  3.Make as many tones as possible of one colour (using white). | **Topic** Hot & Cold Locations  **Technique: Digital Photography/IT**  **Artist/Designer:** Mike Barratt  1.Recognise different features of a camera/iPad/phone.  2.Recognise art from different periods of time.  3.Alter an image. | **Topic** Holidays – Let’s Go  **Technique: Texture**  **Artist/Sculpture:** Van Gogh, Richard Long  1.Discuss use of shadows, use of light and dark.  2.Use different mediums for effect.  3.Apply colour with dotting. |
| **Year 3 & 4** | **Topic** Greeks  **Techniques: Pattern**  **Artist/Designer:** Paula Scher  1.To know how to annotate.  2.To record textures/pattern.  3.Tesselation. | **Topic** Romans  **Technique: Printing**  **Designer:** Frida Kahlo, Edward Munch  1.Overlap colours.  2.Relief and impressed printing.  3.Select suitable equipment for the task. | **Topic** Landscapes  **Technique: Sketching**  **Artist/Sculptures:** Joseph w Turner, David Hockney  1.Scale & proportions.  2.Accurate drawings of people,  3.Experiment creating with mood, feeling and movement. |
| **Year 5 & 6** | **Topic** Second World War **Technique: Tone & Shade** **– Pointillism** **Artist/Designer:** Paul Klee  1.To know how to add increasing detail.  2.Sketch increasingly accurate drawings of people.  3.To show the effect of light on objects or people. | **Topic** Rainforest  **Technique: Paint/Over Sketch**  **Artist/Designer:** Henri Rousseau  1.Concept of perspective.  2.Explore the use of texture in colour.  3.Discuss and evaluate own work and of others. | **Topic** Mayans **Technique: Clay Portraits** **Artist/ Educator:** The Art Teacher  1.Plan and develop ideas.  2.Observation or imagination.  3.Shape, form, model and join. |