

Federation of St. Cuthbert's and St. Sebastian's Catholic Primary Schools

ART: CURRICULUM: LONG TERM PLAN



	AUTUMN TERM	SPRING TERM	SUMMER TERM
Y1	<u>Textiles - Emergency Services: Puppets</u> Use a range of materials creatively to design and make products.	Painting - Royal family: portraits / coat of arms etc. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	3D – Sculpture- Anthony Gormley Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
	CORE LEARNING (SKILLS & KNOWLEDGE)	CORE LEARNING (SKILLS & KNOWLEDGE)	CORE LEARNING (SKILLS & KNOWLEDGE)
	 Complete hands-on research of existing puppets including materials, decoration, puppet type. Know about a range of stitching, knotting and manipulative skills and be able to use them. Create a puppet design to follow the emergency services briefing. Create a puppet template/pattern, suitable to be used as a hand puppet. Create a puppet that follows a design. 	 Mix secondary colours and shades using a variety of paints Use a variety of brush types and sizes when practicing techniques including stippling, splattering, watercolour. Research coat of arms and explore the features including a shield, supporters, a crest and a motto. Sketch a design for a coat of arms including a shield, supporters, a crest and a motto. Create a coat of arms which follows a design. 	 Know about the sculptor Antony Gormley and his artwork Be able to use clay in a variety of methods including kneading, molding and rolling. To be able to talk about their own work and the work of others. To draw vertical horizonal, diagonal and curved lines PREVENT - B1 British Values and Cultures/ B1 Respect for public institutions/ A8 Showing initiative/ B3 Freedom of speech.
Y2	Painting - Space: out of this world	Drawing - Tate Liverpool: artists & skyline	Printing - African patterns & prints
12	Drawing, painting and sculpture to develop and share ideas, experiences and imagination. CORE LEARNING (SKILLS & KNOWLEDGE)	Explore 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. CORE LEARNING (SKILLS & KNOWLEDGE)	Use a range of materials creatively to design and make products. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
	 Use primary colours to make secondary colours. Be able to explain what a tint and shade is, how to create them and evidence how to do so using concentric circles. Research space artwork and be able to discuss the features included in different pieces of work. 	 Draw for a sustained period of time - figure and real-life objects, single and grouped items. Understand the basic use of a sketch book is to document their observations Draw from memory 	 CORE LEARNING (SKILLS & KNOWLEDGE) To know how to create a repeated pattern To know about African influenced prints Design complex patterns showing repetition

Know about Kandinsky and his work, particularly space Incorporate line, shape, pattern and colour in their drawings Use a variety of materials and techniques pieces including 'several circles' and 'concentric circles'. including: carbon printing, relief, press and fabric Draw a local skyline or a building of interest (sefton palm printing and rubbings. Create space art work in the style of Kandinsky house) using line, shape and pattern. To be able to create a printing block using a polystyrene tile PREVENT - A3: respect for others / B6: mutual respect / B9: Acceptance of others' beliefs & faiths / C4: acceptance of different cultural traditions / C5: diversity / C6: Global A3: respect for others / B6: mutual respect / B9: community / C9: community cohesion. Acceptance of others' beliefs & faiths / C4: acceptance of different cultural traditions / C5: diversity / C6: Global community / C9: community cohesion. **Y3** Textiles - Stone Age Tunics **Printing** – William Morris Egyptian Collage - Collage **CORE LEARNING (SKILLS & KNOWLEDGE)** CORE LEARNING (SKILLS & KNOWLEDGE) CORE LEARNING (SKILLS & KNOWLEDGE) Research a variety of pre-historic clothing and know To know about different types of Egyptian art. Research the life and work of a print artist (William what materials are used. To research Pharaoh portrait art. Morris) Use overlapping and layering Experiment using different printing techniques including To use sketching techniques to recreate a Use a variety of stitches and joining methods (running Pharaoh portrait including cross hatching, print rolling. stitch, backstitch, blanket stitch, cross stitch) Explore pattern and shaping using a lino roller. stippling and circling. Create a design for a stone age tunic that is consistent Design a wallpaper inspired by William Morris. To be able to overlap and layer to create a with clothing from that time. Create a wallpaper that follows a design, in the style of collage. Create a stone age tunic following their design. William Morris, using a print roller. To use two or more complementary materials Evaluate their finished product and compare with others. within a collage. Mosaics and Collages - Roman Art **Painting** – Claude Monet Y4 **3D** - Changing Places **CORE LEARNING (SKILLS & KNOWLEDGE)** CORE LEARNING (SKILLS & KNOWLEDGE) CORE LEARNING (SKILLS & KNOWLEDGE) Conduct research and become familiar with roman Explore the life and work of Monet. To consider size, shape and space as factors mosaics and the different techniques used. when creating a site-specific sculpture such as Compare impressionist art work with the work of Monet • Use sketching techniques to show examples of (Edouard Manet, Edgar Degas, Pierre-Auguste Renoir, the school playground. roman mosaics, based on research. Including To talk about how art can/will improve a place. Camille Pissarro) hatching, cross hatching and stippling. Create an outdoor scene piece using oil painting. To create a sculpture using 'found' or recycled Create collages using different materials and Use a specific and developed colour vocabulary; tint, materials.

shade, hue, tone,

in, washes, thickened paint.

Create different effects and textures with paint; blocking

To discuss and use finishing techniques

adhesives, frame joints, tape, staples.

To use different joining techniques including

techniques

Design a roman mosaic using tiles.

Make a roman mosaic, based on a design

		Know which primary colours make secondary colours.	 Join clay adequately and independently and be able to use a range of modelling methods including smoothing, carving and using tools. 	
Y5	Textiles - Autumn Decorations	Painting & Collage - Battle Scenes in the style of Henri Matisse	<u>Printing</u> - Mayan Prints	
	 CORE LEARNING (SKILLS & KNOWLEDGE) Research autumnal designs and gather aesthetic inspiration Explore cushions, their design, shape and composition. To join fabric by stitching including running stitch, cross stitch, back stitch and blanket stitch. Use a range of techniques, colours and textures in the design and making process. 	 Core LEARNING (SKILLS & KNOWLEDGE) Create imaginative work from a variety of sources. Know about the life and work of Henri Matisse. Use a range of media to create collage including newspapers, online images, magazines. Experiment with decoupage by layering different sources and images to create a battle scene. Express mood and emotion through art through colour and use of collage. 	 CORE LEARNING (SKILLS & KNOWLEDGE) Know about Mayan prints, including the religious influence and Mayan King's as a subject. Recreate different print styles and patterns using lino. Create templates to reproduce a pattern. To produce a print using ink on fabric. 	
Y6	Painting - LS Lowry (Liverpool-themed war scenes)	3D - Scale Models	<u>Digital Design & Printing</u> – Digital Design	
	CORE LEARNING (SKILLS & KNOWLEDGE)	CORE LEARNING (SKILLS & KNOWLEDGE)	CORE LEARNING (SKILLS & KNOWLEDGE)	
	 Explain what a tint and shade is, how they are created and be able to create shades and tints Show awareness of the composition of paintings. Critique the work of an artist by using opinion and comparing to other artists. Combine the elements of art – line, tone, pattern, texture, form, space, colour and shape. Create a Liverpool skyline in the style of LS Lowry. 	 Know about the life and work of Tom Murphy. Experiment with sketching techniques including hatching cross-hatching, circling, stippling, scribbling and finger blending. Use clay in a variety of techniques including smoothing, carving and the use of tools to create holes and hollows Create a sculpture based on an inspirational person. 	 Know about Mike Barrett and his digital artwork. Use various painting apps to experiment including 'Paint' and 'Sumo Paint' Use a range of techniques to collate ideas including photographs and sketching. Use a paint app to create a piece of digital artwork. 	