

Early Years Foundation Stage

EYFS	<p><u>EYFS Framework September 2021</u></p> <p>Expressive Arts and Design Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively sharing ideas, resources and skills. ELG: Creating with Materials Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.</p> <p>Physical Development Develop their fine motor skills so that they can use a range of tools competently, safely and confidently. ELG: Fine Motor Skills Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases. Use a range of small tools, including scissors, paint brushes and cutlery. Begin to show accuracy and care when drawing.</p>
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Key Stage 1

	Autumn Term 1 Drawing and Sketchbooks	Autumn Term 2 Print, Colour, Collage	Spring Term 1 Working in Three Dimensions	Spring Term 2 Print, Colour, Collage	Summer Term 1 Working in Three Dimensions	Summer Term 2 Community and Collaboration
Year 1	<p><u>Spirals</u> Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.</p>	<p><u>Simple Printmaking</u> Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.</p>	<p><u>Playful Making</u> Exploring materials and intention through a playful approach</p>	<p><u>Exploring Watercolour</u> Exploring watercolour and discovering we can use accidental marks to help us make art.</p>	<p><u>Making Birds</u> Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.</p>	<p><u>Inspired by Flora & Fauna</u> Explore how artists make art inspired by flora and fauna. Make collages of MiniBeasts and display as a shared artwork.</p>
Year 2	<p><u>Explore & Draw</u> Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.</p>	<p><u>Exploring the World Through Mono Print</u> Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership</p>	<p><u>Be An Architect</u> Exploring architecture and creating architectural models.</p>	<p><u>Expressive Painting</u> Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark making to create abstract still lifes.</p>	<p><u>Stick Transformation Project</u> Explore how you can transform a familiar object into new and fun forms.</p>	<p><u>Music & Art</u> Explore how we can make art inspired by the sounds we hear.</p>



Key Stage 2

	Autumn Term Drawing and Sketchbooks	Spring Term Surface and Colour	Summer Term Working in Three Dimensions
Year 3	<u>Gestural Drawing with Charcoal</u> Making loose, gestural drawings with charcoal, and exploring drama and performance.	<u>Cloth, Thread, Paint</u> Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.	<u>Telling Stories Through Drawing & Making</u> Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film.
Year 4	<u>Storytelling Through Drawing</u> Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell a nonsense poem through drawing.	<u>Exploring Still Life</u> Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.	<u>Sculpture, Structure, Inventiveness & Determination</u> What can artists learn from nature?
Year 5	<u>Typography & Maps</u> Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.	<u>Fashion Design</u> Explore contemporary fashion designers and create your own 2d or 3d fashion design working to a brief.	<u>Architecture: Dream Big or Small?</u> Explore the responsibilities architects have to design us a better world. Make your own architectural model.
Year 6	<u>2D Drawing to 3D Making</u> Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	<u>Exploring Identity</u> Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own mixed media layered portrait.	<u>Take a Seat</u> Explore how craftspeople and designers bring personality to their work.

