



Poulton Lancelyn

ART

Long Term Plan

2021/22

Art Rationale

Our high quality Art curriculum is inspiring, allows children to explore their imagination and express their thoughts and feelings about the world around them. Art lessons allow pupils to explore emotions, their sense of self and opportunities to interpret ideas creatively. Children are introduced to a wide range of stimulus, which encourages them to consider what the artist or culture is trying to express and explore how this can be accomplished. Stimuli have been carefully selected to represent genders, cultural influences and classical vs modern pieces. Throughout their art journey through the school, children have the opportunity to work with various different media and explore techniques which they then use to enhance their own pieces of art work. Children work both independently and collaboratively on projects planning, creating and refining their ideas. Natural links are made to other areas of the curriculum such as history, mathematics, science, design technology, computing and literacy.

Art Intent						
	Drawing	Painting	Printing	Craft	3D/ Sculpture	Collage
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn Our Isles	Bonfire Night Picture Collage Printing	Picasso portraits Drawing	Stone Age drawings from different materials Drawing	Claude Monet/Vincent Van Gogh Painting	Hans Holbein Collage Use of computer technology	William Morris Printing
Spring Our World	Dragon Eye Clay Sculpture	Navajo patterns Weaving- Binka	Gary Drostle, Emma Biggs, Cleo Mussi, Gaudi Collage	Kara Walker Silhouettes- Story telling Paper craft	Gakonga African Art Painting	Lowry Perspective drawing Drawing
Summer Our Planet	Andy Warhol - explorers Painting	Matisse Shape Collage Kandinsky- Concentric Circles Painting- Colour Mixing	Michelle Reader Sculpture	Frida Kahlo Printing Use of computer technology	Zaha Hadid Architect Drawing	Ed Dwight Sculpture

Art Implementation

Art at Poulton Lancelyn Primary School allows children to appreciate great artists and craftspeople to develop understanding of how art can be produced and the skills involved. The teaching of Art throughout the school follows the National Curriculum. It has been developed with research and teacher's expertise to deliver high quality, progressive and creative sequences of lessons. It has been designed so that pupils engage in a variety of techniques whilst exploring artists and designers from around the world.

The coverage across the school has been planned to ensure key elements are built upon throughout the children's primary education. As children progress through the year groups they are able to draw on their previously learnt knowledge and skills to create increasingly more detailed and complex projects in the areas of; drawing, painting, printing, collage and the 3D aspect which cover crafts such as textiles, working with malleable materials and sculpture. Lessons are based on observing, understanding and applying the 8 principles of art. The concepts of the elements of art; line, form, shape, colour, value, texture and space are interwoven through children's analysis of examples of art and then applied to their own pieces of work.

For each project, pupils explore carefully chosen examples of a given stimulus or artist. They then experience and experiment with relevant skills relating to the media. Children are encouraged to use their knowledge to imagine and plan for their own piece of work. Pupils apply their skills and knowledge to create their ideas which go through a process of refinement and reflection. Classes are encouraged to think creatively about how to display and celebrate their work so that it can be experienced by others. Children have the opportunity to talk with adults and peers to express their motivation behind creating their pieces of artwork.

Art Progression Map 2021/22

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
National Curriculum Coverage	<ul style="list-style-type: none"> Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share ideas, experiences and imagination Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and make links to own work 		<ul style="list-style-type: none"> Develop techniques, including control and use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design Create sketchbooks to record observations and use them to review and revisit ideas Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials Learn about great artists, architects and designers in history 			
Use of sketchbook	<ul style="list-style-type: none"> Use a sketchbook to gather and collect art work Record ideas, observations and designs in sketchbook to show the development of ideas and skills 	<ul style="list-style-type: none"> Record ideas, observations and designs in sketchbook to show the development of ideas and skills Understand basic use of a sketchbook (introduction to annotations) and work out ideas for projects Use sketchbook to record what they see and collect, recording new processes and techniques 	<ul style="list-style-type: none"> Use sketchbook to collect and record visual information from different sources Use sketchbook to plan and develop ideas, gather evidence and investigate testing media Use sketchbook to support the development of a design over several stages 	<ul style="list-style-type: none"> Collect images and information independently in sketchbook Use sketchbook to plan and develop ideas, gather evidence and investigate testing media Use sketchbook to support the development of a design over several stages 	<ul style="list-style-type: none"> Use sketchbook to develop ideas, keeping notes on how to further develop ideas Plans and completes extended sets of drawings in sketchbook to plan a painting, print or 3D piece Express ideas and observations responding to advice from others to rework and improve design ideas Conduct/ present independent research in sketchbook 	<ul style="list-style-type: none"> Develop ideas using different or mixed media, using sketchbook, keeping detailed notes Annotate a work of art to record ideas and emotions using this to inform design ideas and thumbnail drawings/designs Express ideas and observations responding to advice from others to rework and improve design ideas Adapt and refine work to reflect its meaning and purpose, keeping notes and annotations
Exploring, developing and evaluating ideas	<u>KS1</u> <ul style="list-style-type: none"> Record and explore ideas from first hand observation, experience and imagination Ask and answer questions about the starting points for their work, and develop ideas Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures. Review own work and that of others, reflect thoughts/ feelings Identify what might be changed in current work or develop future work Investigate different kinds of art, craft and design 		<u>KS2</u> <ul style="list-style-type: none"> Select and record from first hand observation, experience and imagination, and explore ideas for different purposes Question and make thoughtful observations about starting points and select ideas to use in own work Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them Adapt work according to views and describe how it might be developed further Annotate work in sketchbook Investigate art, craft and design in the locality and in a variety of genres, styles and traditions Work independently and collaboratively with others, on projects in 2 and 3 dimensions and on different scales 			

Work of other artists	KS1		Lower KS2		Upper KS2	
	<ol style="list-style-type: none">Describe the work of famous, notable artists and designers.Express an opinion on the work of famous, notable artists.Use inspiration from famous, notable artists to create their own work and compare.Use key vocabulary to demonstrate knowledge and understanding in this strand: Andy Warhol, Pablo Picasso, Wassily Kandinsky		<ol style="list-style-type: none">Use inspiration from famous artists to replicate a piece of work.Reflect upon their work inspired by a famous notable artist and the development of their art skills.Express an opinion on the work of famous, notable artists and refer to techniques and effect.Use key vocabulary to demonstrate knowledge and understanding in this strand: Gary Drostle, Emma Biggs, Cleo Mussi, Gaudi, Michelle Reader, Claude Monet, Van Gogh, Frida Kahlo, Kara Walker		<ol style="list-style-type: none">Give detailed observations about notable artists', artisans' and designers' work.Offer facts about notable artists', artisans' and designers' lives.Use key vocabulary to demonstrate knowledge and understanding in this strand: Hans Holbein, Gakonga, Zaha Hadid, William Morris, Lowry, Ed Dwight.	
Drawing		<ol style="list-style-type: none">Explore tone using different grades of pencilsExperiment with blending techniquesExperiment with creating pattern/ texture using sketching techniquesSketch from observation/ imagesBegin to draw carefully in line from observation, recording shapes and positioning marks/features with some careBegin to draw realistic facial featuresUse a viewfinder to select a view, or shapes and visual clues in an image and then record what is selected within the frame	<ol style="list-style-type: none">Experiment with showing line, tone and texture with different hardness of pencils.Use shading to show light and shadow effects.Use different materials to draw, e.g. pastels, chalk, felt tips.Show an awareness of space when drawing.Alter and refine drawings.Use key vocabulary to demonstrate knowledge and understanding in this strand: light, dark, tone, shadow, line, pattern, texture, form, shape, tone, outline.		<ol style="list-style-type: none">Use a variety of techniques to add effects, e.g. shadows, reflection, hatching and cross-hatching;Use a variety of tools and select the most appropriateUse key vocabulary to demonstrate knowledge and understanding in this strand: line, texture, pattern, form, shape, tone, smudge, blend, mark, hard, soft, light, heavyBegin to express ideas and observations responding to advice from others to rework and improve design ideasDraw on knowledge of architects to create own artwork	<ol style="list-style-type: none">Continue to express ideas and observations responding to advice from others to rework and improve design ideasSketches communicate emotions and a sense of self with accuracy and imaginationManipulate and experiment with the formal elements of art (line, shape, colour, form, space, value, texture)Use charcoal/pastels in response to light and dark, shadows and well lit areasConvey tonal qualities well, showing understanding of light and dark on formBegin applying rules of simple perspectiveDepict movement in drawings

Painting	<ol style="list-style-type: none"> 1. Name the primary and secondary colours 2. Select and use different brushes to explore and make marks of different thicknesses 3. Use wet and dry paint techniques 4. Apply paint to a surface to create a painting in the style of Andy Warhol 	<ol style="list-style-type: none"> 1. Mix paint to create all the secondary colours 2. Mix colour and predict outcomes 3. Add black and white to alter tints and shades 4. Experiment with watercolour to create a wash 5. Spread and apply paint to make a background using wide brushes and other tools to express backgrounds and context 6. Investigate, experiment, mix and apply colour for purposes to represent real life, ideas and convey mood 		<ol style="list-style-type: none"> 1. Create a colour palette, demonstrating mixing techniques 2. Choose paints and implements appropriately 3. Use colour to create moods in paintings 4. Use shading to create mood and feeling 5. Explore the effect on paint of adding water, glue, sand, sawdust and use this in a painting to add texture 6. Create a painting from designs and research to communicate an idea or emotion 	<ol style="list-style-type: none"> 1. Demonstrate a secure knowledge about primary, secondary, warm and cold, complementary and contrasting colours 2. Use a range of paint (acrylic, oil paints, water colours) to create visually interesting pieces 3. Create a range of moods in paintings 4. Express emotion accurately through painting 5. Create different effects by using a variety of tools and techniques such as dots, scratches and splashes, and applying paint in layers 6. Plan/paint symbols, forms and shapes when exploring the work of other artists/cultures informing their painting 	
Printing	<ol style="list-style-type: none"> 1. Apply ink/paint to a shape or surface to experiment with printing and improving the quality and placement of the image e.g. shapes, sponges, vegetables/ fruit objects and found materials 2. Repeat a pattern, randomly placed or tiled in a grid with a range of printing implements 3. Explore textures with an extended range of found materials - e.g. sponges, leaves, fruit, ink pads 4. Create repeating patterns using printing techniques 5. Take rubbings from texture to understand and inform their own texture prints 6. Create a scene using printing techniques 7. Create a print using pressing, rolling, rubbing and stamping 			<ol style="list-style-type: none"> 1. Use more than one colour to layer in a print 2. Replicate patterns from observations 3. Design and make printing blocks 4. Make repeated patterns with precision 5. Use key vocabulary to demonstrate knowledge and understanding in this strand: line, pattern, texture, colour, shape, block printing ink, polystyrene printing tiles, inking rollers 		<ol style="list-style-type: none"> 1. Print using a range of colours 2. Create an accurate print design to meet given criteria 3. Experiment with mono-printing techniques by marking onto an ink block, controlling line and tone using tools or pressure 4. Experiment with lino-printing techniques 5. Create and arrange accurate patterns using mono-printing and lino-printing 6. Combine 2 types of printing to create own artwork

Collage	<ol style="list-style-type: none"> 1. Explore and gather a range of materials from own environment 2. Select with thought, different materials from the teachers resources, considering content, shape, surface and texture 3. Gather, sort and use materials according to specific qualities, e.g. warm, cold, shiny, smooth 4. Select, sort and modify by, cutting, tearing with care before adding other marks and colour to represent an idea 5. Add texture by mixing materials 6. Use key vocabulary to demonstrate knowledge and understanding in this strand: collage, squares, gaps, cut, place, arrange. 	<ol style="list-style-type: none"> 1. Create individual and/ or group montage 2. Explore shape and colour through montage 3. Use repeated patterns within montage 4. Use paste and adhesives to select and place cut or torn shapes onto a surface to convey an idea 5. Scissor cut shapes with increasing accuracy and arrange to a surface for a purpose 6. Select, sort and modify by, cutting, tearing with care before adding other marks and colour to represent an idea 	<ol style="list-style-type: none"> 1. Select colours and materials to create effect, giving reasons for their choices 2. Explore texture through layering, overlapping and overlaying to place objects in front and behind 3. Refine work as they go to ensure precision 4. Learn and practise a variety of techniques, e.g. overlapping, tessellation, mosaic and montage 5. Use key vocabulary to demonstrate knowledge and understanding in this strand: texture, shape, form, pattern, mosaic 		<ol style="list-style-type: none"> 1. Use a range of media to create collage 2. Use collage techniques to express a sense of self 3. Combine visual and tactile qualities to express mood and emotions 4. Select and use cutting tools and adhesives with care to achieve a specific outcome 5. Combine pattern, tone and shape within a collage 6. Select and use found materials with art media and adhesives to assemble and represent a surface or thing e.g. water 7. Embellish decoratively using more layers of found materials to build complexity and represent the qualities of a surface or thing 8. Use collage techniques to express an idea 9. Use key vocabulary to demonstrate knowledge and understanding in this strand: shape, form, arrange, fix. 	
Sculpture	<ol style="list-style-type: none"> 1. Use clay to construct a simple functional form, smoothing and joining clay with care 2. Add texture to a piece of work using tools 3. Cut, roll, and coil materials such as clay, dough or plasticine 4. Handle and manipulate malleable materials to represent something known and suggest familiar objects or things 5. Feel, recognise and control surface experimenting with basic tools on rigid / pliable materials 		<ol style="list-style-type: none"> 1. Cut, make and combine shapes to create recognisable forms 2. Use recycled materials and practise joining techniques 3. Add materials to the sculpture to create detail 4. Use key vocabulary to demonstrate knowledge and understanding in this strand 2D shape, brim, peak, buckle, edging, trimmings, shape, form, 			<ol style="list-style-type: none"> 1. Plan and design a sculpture; 2. Use tools and materials to carve, add shape, add texture and pattern; 3. Develop cutting and joining skills 4. Use wire, coils, slabs and slips to create an armature 5. Use modroc to create a 3D sculpture 6. Use key vocabulary to demonstrate knowledge and understanding in this strand: form, structure, texture, shape, mark, soft, join, tram, cast

Craft		<ol style="list-style-type: none"> 1. Sew 2 fabrics together 2. Respond to craft artists to help them adapt and make their own work 3. Sort/ group fabrics and threads by colour and texture 4. Using weaving techniques with various materials 5. Introduction to different types of simple stitches 		<ol style="list-style-type: none"> 1. Draw lines with accuracy 2. Draw simple outlines from images 3. Cut accurately 4. Arrange paper cut outs to convey emotions 5. Refine work drawing on feedback from others 		
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Lesson Sequence

Explore and Investigate:

Introduction to an artist/ stimulus, share examples to analyse and make relevant links, discuss vocabulary, examine relevant principles and elements of art

Experience and Experiment:

Build on skills, experiment and practise techniques unique to unit focus, work on small scale to collect ideas

Imagine and Plan:

Plan for own or collaborative artwork inspired by the skills, techniques and stimulus covered

Create:

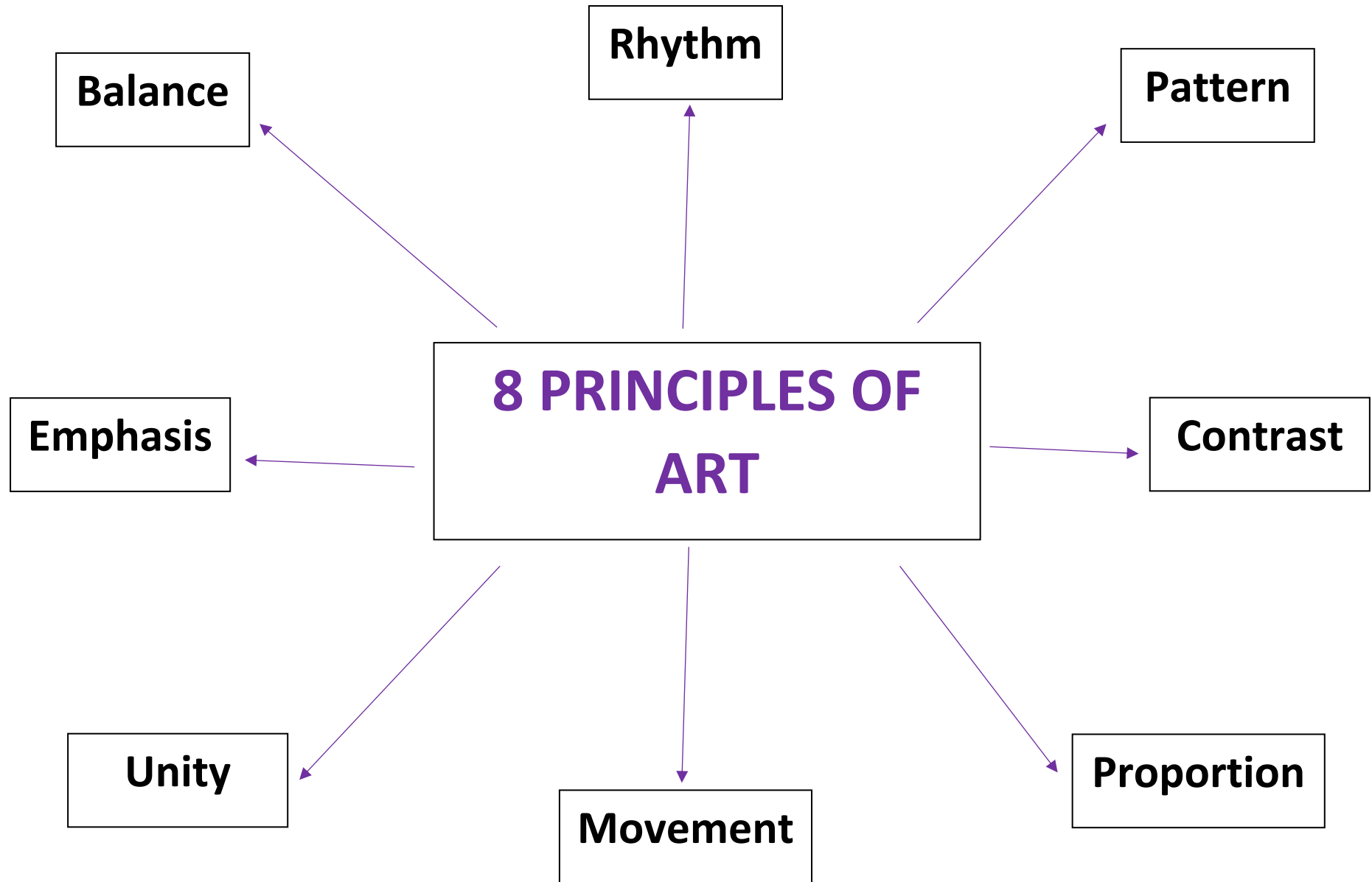
Apply knowledge and skills to produce own artwork

Refine:

Critique own work and that of others, make suggestions and adaptations, share ideas

Reflect:

Children create an artist's statement about their piece, consider creative display, opportunity to photograph work and discuss process



Line:

- One dimensional
- Can define the edges of a form
- Can vary in length/ width/ direction
- Horizontal/ vertical/ diagonal
- Thick/ thin
- Straight/ curved
- Geometric/ organic

Form:

- Height
- Width
- Depth
- 3D
- Can enclose a space

Shape:

- 2D or 3D
- flat area surrounded by edges or an outline
- Geometric shapes are precise and regular, often found in human-made things
- Biomorphic shapes are found in nature

Colour:

- Hue- the origin of a colour
- Intensity- brightness or muted qualities
- Value- tints/ tones

ELEMENTS OF ART

Value:

- Differences in light and dark
- The tint or shade of a colour
- Used to show the effects of light on form
- Can give the illusion of 3D to 2D art

Texture:

- The surface quality of a work of art
- The way things look or feel
- Can be actual physical texture or implied visually
- Artists can use techniques to create the illusion of texture
- Artists can choose textured materials to enhance their art

Space:

- The area around and within shapes, forms, colours and lines
- Positive and negative space can be created visually
- Background, foreground, middle ground
- The positioning of shapes

Art and Design

Purpose of study

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Aims

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms

Attainment targets

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

Subject Content

Key Stage 1

Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practises and disciplines, and making links to their own work

Key Stage 2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example; pencil, charcoal, paint, clay)
- about great artists, architects and designers in history