Art & Design, 2022 - 2024

Phase	Cycle	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1/2	A	Painting Children to explore autumn colours and make careful observational paintings of autumn leaves.	D&T	Drawing Explore line and texture through different media, inspired by Van Gogh's ink drawings.	D&T	3D art Create mixed media pieces based on a traditional tale.	D&T
	В	Painting Develop self-portraits in the style of Pablo Picasso.	D&T	Drawing Exploring still life looking at scale, shape, texture and space.	D&T	Collage Exploring shape in collage inspired by The Snail by Matisse.	D&T
3/4	A	Painting Experiment with different brush techniques, such as spreading, dotting and splashing.	D&T	Drawing Create large scale drawings exploring the shapes and proportions of the human body - focusing on shape, scale and tone.	D&T	Collage Creating mood for a collaged portrait through warm and cold colour palettes; inspired by the work of Ney Cardoso.	D&T
	В	Printing Children develop designs for a lino print and learn to	D&T	3D art Learning to manipulate paper and card to form structures and	D&T	Drawing Using mixed media to create tone and depth through	D&T

		consider negative space.		patterns. They will explore weaving, wrapping, bending and threading to design and create small fashion items.		techniques including hatching; inspired by the River.	
5/6	A	Collage Create collage illustrations inspired by the work of Eric Carle.	D&T	Painting Compare traditional Chinese brush painting techniques and create an ink painting.	D&T	Drawing Create observational drawings exploring geometry in nature, focussing on scale, shape, space, colour and tone.	D&T
	В	Drawing (architecture) Explore the relationship of line, tone, form and colour through drawings of Mayan architecture.	D&T	Printing Investigate typography through print, inspired by artists including BobandRoberta Smith.	D&T	3D art Explore pinch, coil and slab clay techniques inspired by story-telling in the pottery art of Grayson Perry.	D&T