



Art Long Term Plan

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	Observational Drawing Self-portraits: Pupils accurately represent their faces with correct features in the correct position and size and shape	Observational Drawing Drawing the school building with increasing accuracy from first hand observation on a larger scale	Drawing and Painting: Pre-historic cave art. Painting with natural materials to tell a story, line and shape. Artist: Lascaux Caves	Collage Use understanding of Mayan Gods to draw an image from their imagination – using human and animal shapes to create mask for a priest	Collage Roman mosaic, exploring shape and pattern	Drawing Develop understanding of calligraphy as a graphic art form Build up drawings of whole or parts of items Embellish decoratively using layers of materials
Spring	Sculpture Junk Modelling: select materials and ways of joining/fixing to create a 3D model of a castle	Collage Experiment with and use a range of techniques for collaging with images and words	Sculpture Experiment with 3D structures using paper mache – canopic jars, pattern. Artist: Link to Rangoli patterns and work of Pramod Arvi	Sculpture Recreate shape from an Ancient Islamic design	Painting Roman military portraits	Sculpture Recreate 2D images in 3D, looking at one area of experience- form and surface
Summer	Printing and weaving Produce creative work exploring their ideas	Digital Art Use digital software to create images of space	Painting Investigate the style 'pointillism'. Apply to painting landscapes from Italy. Artist: George Seurat	Printing/Collage Use own photography of industrial shapes e.g. cogs, wheels to create wallpaper print	Portrait of an artist Kara Walker Contemporary black artist using silhouette as form	Digital Art Use a digital art programme, making decisions about how and where to place images, text and using colour to convey a message