



Intent	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	<ul style="list-style-type: none"> -To evaluate and analyse creative works using the language of art and design. -To improve mastery of art and design techniques in drawing with a range of materials. -To improve mastery of art and design in painting with a range of materials. - create and use stamps to make even printing patterns - identify and evaluate different artist's impressions of dragons - create and use stamps to make even printing patterns - primary colours Dragon Quest 			<ul style="list-style-type: none"> -To evaluate and analyse creative works using the language of art and design. - To improve mastery of art and design techniques in drawing with a range of materials. -To explore great artists, architects and designers in history and understand their art forms. - give reasons for why a piece of art is appealing -compare different art works - use chalk and charcoal to draw lines and blend to make colours - use oil pastels -primary colours Mondrian, Textiles, Mummy's curse 	<ul style="list-style-type: none"> -To explore great artists, architects and designers in history and understand their art forms. -To improve mastery of art and design techniques in drawing with a range of materials. -To improve mastery of art and design in painting with a range of materials. -colour mixing to make secondary colours, painting -sketching and mark making Journey to the Centre of the Earth, Dinosaur and Fossils 	<ul style="list-style-type: none"> -To improve mastery of art and design techniques in sculpture with a range of materials. -To make observations and use these to review and revisit ideas. -explore shape to help sketch with accuracy. - sketching with pencils and charcoals. - manipulating materials (weaving, twisting, School Ground Detectives
Year 4	<ul style="list-style-type: none"> -To evaluate and analyse creative works using the language of art and design. - To improve mastery of art and design in painting with a range of materials. - use pencils to sketch and add shade/dimension to an image - evaluate effective techniques used by the artist - to create colour strips/shades of colours with water colours -to compare artist's work and own work -use stippling/varying brush strokes/layering to create different effects Robots Assemble 		<ul style="list-style-type: none"> - To evaluate and analyse creative works using the language of art and design. - To explore great artists, architects and designers in history and understand their art forms. -To improve mastery of art and design techniques in sculpture with a range of materials. -To improve mastery of art and design in painting with a range of materials. - use shape to create a lifelike illustration - evaluate a piece of work and give reasons for personal likes/dislikes -use pencils to sketch basic outlines Let the Games Begin 		<ul style="list-style-type: none"> - To improve mastery of art and design in painting with a range of materials. - To explore great artists, architects and designers in history and understand their art forms. - use the term 'abstract' and identify abstract art - use paint colours to create abstract art -use the colour wheel and contrasting colours - create life drawing with detail - eyes/nose/mouth -use different tools to create varying effect and choosing the best suitable tool -paintbrush techniques - wavy lines, pointillism, detail etc. Picasso 	

KPI - black skills-blue topic-red (events, trips)

Objective – black Specific skills - blue Link to topic/ launches/events etc – red

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5	<ul style="list-style-type: none"> -To improve mastery of art and design techniques in drawing with a range of materials. -To improve mastery of art and design in painting with a range of materials. - To make observations and use these to review and revisit ideas. - choose from various forms of line drawing to create effect/shading/texture - create life drawing using sketching - using watercolour techniques to add form Rainforest, Marwell Zoo 		<ul style="list-style-type: none"> -To improve mastery of art and design in painting with a range of materials. - To evaluate and analyse creative works using the language of art and design. -varying brush techniques -sketching using pencil - using watercolour to mimic an artist's work Claude Monet 	<ul style="list-style-type: none"> -To explore great artists, architects and designers in history and understand their art forms. -To evaluate and analyse creative works using the language of art and design. -To improve mastery of art and design techniques in drawing with a range of materials. -using collage to inform designs and ideas -manipulating clay -sketching Salvador Dali 		
Year 6		<ul style="list-style-type: none"> -To explore great artists, architects and designers in history and understand their art forms. - To improve mastery of art and design in painting with a range of materials. -exploring emotion in art and how colours/painting evoke feeling. -creating self portraits -exploring painting styles Frida Kahlo 		<ul style="list-style-type: none"> - To evaluate and analyse creative works using the language of art and design. - To improve mastery of art and design techniques in sculpture with a range of materials. - To improve mastery of art and design techniques in drawing with a range of materials. -colour wheel and complimentary/clashing colours -using patterns and shapes -using art to portray meaning and stories. Liechenstan 	<ul style="list-style-type: none"> -To improve mastery of art and design techniques in drawing with a range of materials. -To evaluate and analyse creative works using the language of art and design. To make observations and use these to review and revisit ideas. -using line drawing (adding to techniques in Yr5) -sketching/line drawing with different materials and comparing -comparing architecture -use materials to build a structure Sculpture - architects - choosing colour, texture and materials -cutting, tearing, layering, Sgt. Pepper 	



Foundation MTP