



Art Whole School Overview

	Painting	Sketching and Drawing	Developing ideas through ICT	Appreciation of Artists	3D sculpture and art technique	Printing
Yr 3	<u>Spring 1</u> Tomb paintings	<u>Autumn 1</u> Create a stone age cave drawing	<u>Summer 2</u> Use software to develop repetitive patterns and shapes	<u>Autumn 2</u> Renaissance artists e.g. bible scenes.	<u>Summer 1</u> Sculpt a Greek mask	<u>Spring 2</u> Hieroglyphics
Yr 4	<u>Summer 2</u> Paint Viking long ships and seascapes	<u>Spring 1</u> Celtic patterns e.g. triskelion	<u>Summer 1</u> Integrate digital images into art	<u>Spring 2</u> Bayeux Tapestry	<u>Autumn 1</u> Roman clay pottery	<u>Autumn 2</u> Faith patterns using a range of materials
Yr 5	<u>Spring 2</u> Tudor portrait	<u>Autumn 1</u> Use different pencils/shade & texture to create flags and banners	<u>Spring 1</u> Alter images using ICT, create collage - Tudor	<u>Summer 2</u> Appreciation of Victorian artists.	<u>Autumn 2</u> Clay model of a Tudor rose	<u>Summer 1</u> William Morris print
Yr 6	<u>Autumn 1</u> Explore WWI e.g. Paul Nash	<u>Autumn 2</u> Observational drawing e.g. Shmuel and Bruno scene/shoes	<u>Spring 2</u> Create multi faith patterns using ICT software	<u>Spring 1</u> explore an artist of the 20th century - Frida Kahlo, the Mexican surrealist painter	<u>Summer 1</u> Sculpture of children's memory of Chetwynd	<u>Summer 2</u> Screen printing - bookmark/T-shirt