Art Long Term Plan Overview LKS2

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| Cycle A 2022/23 | Autumn | Spring | Summer |
| Theme Title | Lights, Camera, Action | Poles Apart | The Olympics |
| Art Discipline | **Digital Media** | **Printing** | **Collage** |
| Suggested Artist/Designer/Craft maker | Sean Charmatz | Local architecture | Megan CoyleHenri Mattisse |
| Suggested Activity | Edit fruit and veg photographs based on the work of Sean Charmatz | Block printing – from an observational drawing within the local area. | Create animal collage pieces based on the work of Megan Coyle |
|  | * Record and collect visual information using digital cameras and video recorders. * Present recorded visual images using software. * Use a graphics package to create images and effects with; lines by controlling the brush tool with increased precision. * Change the type of brush to an appropriate style. * Create shapes by making selections to cut, duplicate and repeat. * Experiment with colours and textures by using effects and simple filters to manipulate and create images for a purpose. | * Create printing blocks using a relief or impressed method. * Create repeating patterns. * Print with two colour overlays. | * Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures. * Use collage as a means of collecting ideas and information and building a visual vocabulary. |
| Drawing taught though out | | | |

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| Cycle B 2023/24 | Autumn | Spring | Summer |
| Theme Title | Life on Earth | Material Ages | Invaders |
| Art Study Title | **Painting** | **Textiles** | **3D Sculpture** |
| Suggested Artist/Designer/Craft maker | Georgia O’Keeffe | Traditional methods of weaving from the past. | Alberto Giacometti  Donatello |
| Suggested activity | Create painting based on Georgia O’Keefe’s work | Weave natural materials on outdoor looms. Weaving baskets/blankets. | Build sculptures of people using wire and foil. |
|  | * Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects. * Work on a range of scales e.g. thin brush on small picture etc. * Create different effects and textures with paint according to what they need for the task. * Colour * Mix colours and know which primary colours make secondary colours. * Use more specific colour language. * Mix and use tints and shades | * Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects. * Match the tool to the material. * Develop skills in stitching, cutting and joining. * Experiment with paste resist | * Plan, design and make models from observation or imagination. * Join clay adequately and construct a simple base for extending and modelling other shapes. * Create surface patterns and textures in a malleable material. * Use papier mache to create a simple 3D object. |
| Drawing taught though out | | | |

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| Cycle C 2024/25 | Autumn | Spring | Summer |
| Theme Title | War and Remembrance | The Americas | Health through time |
| Art Study Title | **Collage** | **Digital Media** | **Printing** |
| Suggested Artist/Designer/Craft maker | Hannah Hoch | David Hockney | Henry Bradbury  Amy Mcgregor-Radin |
| Suggested Activity | Create fantasy characters based on the work of Hannah Hoch | Creating digital painting of the rain forest. | Printing leaves using Collograph technique |
|  | * Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures. * Use collage as a means of collecting ideas and information and building a visual vocabulary. | * Record and collect visual information using digital cameras and video recorders. * Present recorded visual images using software. * Use a graphics package to create images and effects with; lines by controlling the brush tool with increased precision. * Change the type of brush to an appropriate style. * Create shapes by making selections to cut, duplicate and repeat. * Experiment with colours and textures by using effects and simple filters to manipulate and create images for a purpose. | * Create printing blocks using a relief or impressed method. * Create repeating patterns. * Print with two colour overlays. |
| Drawing taught though out | | | |

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| Cycle D 2025/26 | Autumn | Spring | Summer |
| Theme Title | The Ancients | Mountains and Rivers | British History |
| Art Discipline | **3D Sculpture** | **Textiles** | **Painting** |
| Suggested Artist/Designer/Craft maker | Ancient Egypt | Hugo Pineda | Edward Munch |
| Suggested Activity | Create Egyptian Canopic Jars | Tie dye your own t-shirt | Create scream pictures based on photos of people on roller coasters |
|  | * Plan, design and make models from observation or imagination. * Join clay adequately and construct a simple base for extending and modelling other shapes. * Create surface patterns and textures in a malleable material. * Use papier mache to create a simple 3D object. | * Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects. * Match the tool to the material. * Develop skills in stitching, cutting and joining. * Experiment with paste resist | * Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects. * Work on a range of scales e.g. thin brush on small picture etc. * Create different effects and textures with paint according to what they need for the task. * Colour * Mix colours and know which primary colours make secondary colours. * Use more specific colour language. * Mix and use tints and shades |
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