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.
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| 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 GiacomettiDonatello |
| 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.
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| 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 BradburyAmy 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.
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| 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.
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