Art Long Term Plan Overview UKS2

|  |  |  |  |
| --- | --- | --- | --- |
| 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 | Andy Warhol  Roy Lichtenstein | Wassily Kandinsky | Barbara Kruger |
| Suggested Activity | Self portraits – changing colour and tone using editing software. | Create artwork based on Squares with Concentric circles using Monoprint | Create anti-bullying posters in the style of Barbaer Kruger |
|  | * Record, collect and store visual information using digital cameras etc. * Present recorded visual images using software e.g. Photostory, Powerpoint. * Use a graphics package to create and manipulate new images. * Be able to Import an image (scanned, retrieved, taken) into a graphics package. * Understand that a digital image is created by layering. * Create layered images from original ideas. | * Create printing blocks by simplifying an initial journal idea. * Use relief or impressed method. * Create prints with three overlays. * Work into prints with a range of media e.g. pens, colour pens and paints. | * Add collage to a painted, printed or drawn background. * Use a range of media to create collages. * Use different techniques, colours and textures etc. when designing and making pieces of work. * Use collage as a means of extending work from initial ideas. |
| Drawing taught though out | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| 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 | Claude Monet | Clothing inspired by Indonesian wax-resisted dying technique – Batik. | Artifacts found from Anglo-Saxons/Vikings. |
| Suggested activity | Create a combined image of different works of Monet | Create scaled down clothes using Batik designs, needle and thread. | Create artifacts (jewellery) from invaders of Britain. |
|  | * Develop a painting from a drawing. * Carry out preliminary studies, trying out different media and materials and mixing appropriate colours. * Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music. * Colour * Mix and match colours to create atmosphere and light effects. * Be able to identify and work with complementary and contrasting colours. | * Use fabrics to create 3D structures. Use different grades of threads and needles. * Experiment with batik techniques. * Experiment with a range of media to overlap and layer creating interesting colours and textures and effects. | * Shape, form, model and construct from observation or imagination. * Use recycled, natural and man-made materials to create sculptures. * Plan a sculpture through drawing and other preparatory work. * Develop skills in using clay including slabs, coils, slips, etc. * Produce intricate patterns and textures in a malleable media. |
| Drawing taught though out | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| 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 | Mister Blick  Gigi Rippolone | Hal Lasko | Jenny Martin  Vilhelm Henry Lundstrøm |
| Suggested Activity | Create war images based on the work of Mister Blick. | Create a single page comic strip and recreate using digital software | Create still life printmaking with dry point technique. |
|  | * Add collage to a painted, printed or drawn background. * Use a range of media to create collages. * Use different techniques, colours and textures etc. when designing and making pieces of work. * Use collage as a means of extending work from initial ideas. | * Record, collect and store visual information using digital cameras etc. * Present recorded visual images using software e.g. Photostory, Powerpoint. * Use a graphics package to create and manipulate new images. * Be able to Import an image (scanned, retrieved, taken) into a graphics package. * Understand that a digital image is created by layering. * Create layered images from original ideas. | * Create printing blocks by simplifying an initial journal idea. * Use relief or impressed method. * Create prints with three overlays. * Work into prints with a range of media e.g. pens, colour pens and paints. |
| Drawing taught though out | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| 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 | Indus Valley sculpture  Skills from artist today: Selma Burke and Edgar Degas | Bandhani – technique from western India  Shibori – technique from Japan | State portrait artists of British Monarchs. E.g. The "Pelican Portrait" of Queen Elizabeth 1 c.1575 by Nicolas Hilliard. |
| Suggested Activity | Create a bust based on ‘The Preist King’ | Create pleasing designs based on traditional methods | Regal portraits |
|  | * Shape, form, model and construct from observation or imagination. * Use recycled, natural and man-made materials to create sculptures. * Plan a sculpture through drawing and other preparatory work. * Develop skills in using clay including slabs, coils, slips, etc. * Produce intricate patterns and textures in a malleable media. | * Use fabrics to create 3D structures. Use different grades of threads and needles. * Experiment with batik techniques. * Experiment with a range of media to overlap and layer creating interesting colours and textures and effects. | * 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 |
| Drawing taught though out | | | |