Harewood Primary Art and Design Long-Term Plan

	Autumn	Spring	Summer
EYFS			
Year 1	**Drawing** Exploring Line and Shape Exploring line and shape; working and experimenting with different materials through observational and collaborative pieces inspired by artists.	**Painting and Mixed Media** Colour Splash Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by Clarice Cliff and Jasper Johns.	**Sculpture and 3D** Paper play Creating simple three-dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculptures.
Year 2	**Drawing** Understanding Tone and Texture Exploring how artists use tone and texture and applying these techniques in observational drawings.	**Painting and Mixed Media** Life in Colour Developing colour mixing skills, learning about the work of artist Romare Bearden and creating textured papers using paint, children compose collages inspired by their exploration of colour and texture in the world around them.	**Sculpture and 3D** Clay Houses Exploring the way clay can be shaped and joined, children learn a range of essential skills for working with this medium. They learn about the sculpture of Rachel Whiteread and create their own clay house tile in response.
Year 3	**Drawing** Developing Drawing skills Developing shading skills and drawing techniques to create botanical-inspired digital drawings.	**Painting and Mixed Media** Exploring texture with paint and collage Exploring how artists use colour, texture and collage to communicate ideas, with a focus on the work of Romare Bearden. Pupils experiment with rubbings, paint and collage techniques before creating, evaluating and refining their own textured artwork by adding detail and improving their compositions.	**Sculpture and 3D** Abstract shape and space Exploring how shapes and negative spaces can be represented by three-dimensional forms. Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro.
Year 4	**Drawing** Exploring tone, texture and proportion Exploring tone, texture and proportion to create realistic drawings.	**Painting and Mixed Media** Light and Dark Developing skills in colour mixing, focusing on using tints and shades to create a 3D effect. Experimenting with composition and applying painting techniques to a personal still life piece.	**Sculpture and 3D** Mega Material Exploring how different materials can be shaped and joined and learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp, children create their own sculptures.

Year 5	**Drawing** Depth, emotion and movement Exploring mark making for showing depth, emotion and movement.	**Craft and Design** Architecture Investigating the built environment, drawing from observation and evaluating design features of buildings. Children explore famous architecture, developing ideas to create their own individual vision for a unique space. Hundertwasser, Zaha Hadid	**Sculpture and 3D** Interactive Installation Exploring how artists use space, scale and materials to create installation art that conveys ideas, transforms spaces and shapes the viewer's experience.
Year 6	**Drawing** Expressing Ideas Exploring how artists express ideas and how they use scale to do so.	**Painting and Mixed Media** World in Watercolour Exploring how artists use watercolour to represent the natural world, this unit introduces children to the work of artists including J.M.W. Turner and Katsushika Hokusai. Pupils develop watercolour techniques through sketchbook work and painted studies before applying their understanding to create an abstract final composition inspired by natural forms, colours and textures.	**Sculpture and 3D** Making Memories Documenting their memories of their time at primary school, children select their favourite art and design skills and techniques to design and create a 3D artwork to represent these memories.