

Long Term Art Planning – Deighton Gates Primary School

Reception: EYFS	Three & Four Year Olds • Create closed shapes with continuous lines, and begin to use these shapes to represent objects. • Draw with increasing complexity and detail, such as representing a face with a circle and including details. • Use drawing to represent ideas like movement or loud noises. • Show different emotions in their drawings and paintings, like happiness, sadness, fear etc. • Explore colour and colour-mixing	Children in Reception • Explore, use and refine a variety of artistic effects to express their ideas and feelings. • Return to and build on their previous learning, refining ideas and developing their ability to represent them. • Create collaboratively sharing ideas, resources and skills	Early Learning Goal: Creating with Materials • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. • Share their creations, explaining the process they have used.
Examples of Art in Reception Linked to the Threshold Concepts <i>*See the Annual Reception Long Term Plan for more a more specific curriculum mapping.</i>	Developing Ideas: *Throughout all areas of Expressive Arts and Design •Selects appropriate resources and adapts works where necessary Mastering Techniques: Drawing: Chalking planets and fireworks Sketches of the moon Using simple line to draw families and houses Paint: Colour mixing part of ongoing provision Seaside pictures Superhero masks Fine motor painting using cotton buds Sculpture: Clay mini-beasts and dinosaurs Papier-mâché planets. Print: Simple printing using vegetables, every day manmade and natural objects Collage: Autumn collages Using a combination of materials to create mixed-media collages e.g. fireworks, mini-beasts. Taking Inspiration from the Greats: TBC		

Long Term Art Planning – Deighton Gates Primary School

Year 1	Autumn 1: Sculptures – Clay Animals	Spring 1: Portraits	Spring 2: Printing	Summer 1: Observational Drawing
Threshold Concepts NB: Paint Colouring Mixing revisited and reviewed every term.	Developing Ideas: - Respond to ideas and starting points. - Explore ideas and collect visual information. - Explore different methods and materials as ideas develop. Mastering Techniques: Sculpture: - Use a combination of shapes. - Include lines and texture. - Use clay as a materials - Use techniques such as rolling, moulding and carving. Drawing: - Draw lines of different sizes and thickness. - Show pattern and texture by adding dots and lines. Taking Inspiration from the Greats: Paul Smith – clay sculptor link to animal topic - Describe the work of notable artists, artisans and designers. - Use some of the ideas of artists studied to create pieces.	Developing Ideas: - Respond to ideas and starting points. - Explore ideas and collect visual information. - Explore different methods and materials as ideas develop. Mastering Techniques: Drawing: (including charcoal and pastels) - Draw lines of different sizes and thickness. - Colour (own work) neatly following the lines. - Show pattern and texture by adding dots and lines. - Show different tones by using coloured pencils. Taking Inspiration from the Greats: Pablo Picasso - Describe the work of notable artists, artisans and designers. - Use some of the ideas of artists studied to create pieces.	Developing Ideas: - Respond to ideas and starting points. - Explore ideas and collect visual information. - Explore different methods and materials as ideas develop. Mastering Techniques: Printing: - Use repeating or overlapping shapes. - Mimic print from the environment (e.g. wallpapers). - Use objects to create prints (e.g. fruit, vegetables or sponges). - Press, roll, rub and stamp to make prints. Taking Inspiration from the Greats: William Morris - Describe the work of notable artists, artisans and designers. - Use some of the ideas of artists studied to create pieces.	Developing Ideas: - Respond to ideas and starting points. - Explore ideas and collect visual information. - Explore different methods and materials as ideas develop. Mastering Techniques: Drawing: - Draw lines of different sizes and thickness. - Colour (own work) neatly following the lines. - Show pattern and texture by adding dots and lines. - Show different tones by using coloured pencils. Taking Inspiration from the Greats: Georges Braque - Describe the work of notable artists, artisans and designers. - Use some of the ideas of artists studied to create pieces.

Long Term Art Planning – Deighton Gates Primary School

Year 2	Autumn 1: All About Me Portraits and Collages linked to 'All about me' topic	Spring 1: Sculptures Inspired by Significant People	Summer 2: Landscapes
Threshold Concepts	Developing Ideas: - Respond to ideas and starting points. - Explore ideas and collect visual information. - Explore different methods and materials as ideas develop. Mastering Techniques: Paint: - Use thick and thin brushes. - Mix primary colours to make secondary. - Add white to colours to make tints and black to colours to make tones. - Create colour wheels. Collage: - Use a combination of materials that are cut, torn and glued. - Sort and arrange materials. - Mix materials to create texture. Taking Inspiration from the Greats: Henri Matisse - Describe the work of notable artists, artisans and designers. - Use some of the ideas of artists studied to create pieces.	Developing Ideas: - Respond to ideas and starting points. - Explore ideas and collect visual information. - Explore different methods and materials as ideas develop. Mastering Techniques: Sculpture: - Use a combination of shapes. - Include lines and texture. - Use straws, paper and card as materials. - Use techniques such as rolling and cutting. Drawing: - Draw lines of different sizes and thickness. - Show pattern and texture by adding dots and lines. Taking Inspiration from the Greats: Henry Moore and Barbara Hepworth - Describe the work of notable artists, artisans and designers. - Use some of the ideas of artists studied to create pieces.	Developing Ideas: - Respond to ideas and starting points. - Explore ideas and collect visual information. - Explore different methods and materials as ideas develop. Mastering Techniques: Drawing: - Draw lines of different sizes and thickness. - Colour (own work) neatly following the lines. - Show pattern and texture by adding dots and lines. - Show different tones by using coloured pencils. Paint: - Use thick and thin brushes. - Mix primary colours to make secondary. - Add white to colours to make tints and black to colours to make tones. - Create colour wheels. Taking Inspiration from the Greats: Henri Rousseau - Describe the work of notable artists, artisans and designers. - Use some of the ideas of artists studied to create pieces.

Long Term Art Planning – Deighton Gates Primary School

Year 3	Autumn 1 – Cave Paintings Drawing	Autumn 2: Volcano Mixed Media Collages	Spring 2: Roman Tiles
Threshold Concepts	Developing Ideas: • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. (for example, line, shape, pattern, colour, texture, form) Mastering Techniques: Drawing: • Use different hardnesses of pencils to show line, tone and texture. • Annotate sketches to explain and elaborate ideas. • Use shading to show light and shadow. – is there evidence for this? • Use hatching and cross hatching to show tone and texture. Taking Inspiration from the Greats: Banksy • Take inspiration from and use some of techniques used by notable artists and designers. • Create original pieces that are influenced by studies of others.	Developing Ideas: • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. (for example, line, shape, pattern, colour, texture, form) Mastering Techniques: Collage: • Select and arrange materials for a striking effect. • Ensure work is precise. • Use techniques such as: coiling, overlapping, tessellation, mosaic and montage Paint: • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Experiment with creating mood with colour Taking Inspiration from the Greats: Andy Warhol • Take inspiration from and use some of techniques used by notable artists and designers. • Create original pieces that are influenced by studies of others.	Developing Ideas: • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. (for example, line, shape, pattern, colour, texture, form) Mastering Techniques: Sculpture: • Use clay and other mouldable materials. • Add materials to provide interesting detail. Drawing: • Annotate sketches to explain and elaborate ideas. • Use hatching and cross hatching to show tone and texture. Paint: • Mix colours effectively. Taking Inspiration from the Greats: Antoni Gaudi • Take inspiration from and use some of techniques used by notable artists and designers. • Create original pieces that are influenced by studies of others.

Long Term Art Planning – Deighton Gates Primary School

Year 4	Autumn 2 – Investigating Pattern – Viking Shields	Spring 2: Brightening up the UK with sculpture! Designing a sculpture to celebrate Leeds! Maybe link to the festival of light sculptures?	Summer 1 Flowers
Threshold Concepts	Developing Ideas: • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. (for example, line, shape, pattern, colour, texture, form) Mastering Techniques: Print: • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Make printing blocks (e.g. from coiled string glued to a block). • Make precise repeating patterns. Paint: • Experiment with creating mood with colour. Drawing: • Annotate sketches to explain and elaborate ideas Taking Inspiration from the Greats: Viking Shields (including historical replicas) and shields from other periods of history including Roman, Ancient Greek, Anglo-Saxon and Norman. • Take inspiration from and use some of techniques used by notable artists and designers. • Create original pieces that are influenced by studies of others.	Developing Ideas: • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. (for example, line, shape, pattern, colour, texture, form) Mastering Techniques: Sculpture: • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Include texture that conveys feelings, expression or movement. • Use clay and other mouldable materials. • Add materials to provide interesting detail. Drawing: • Use different hardnesses of pencils to show line, tone and texture. • Annotate sketches to explain and elaborate ideas. Taking Inspiration from the Greats: Various artists from Sculptures at Light Night • Take inspiration from and use some of techniques used by notable artists and designers. • Create original pieces that are influenced by studies of others.	Developing Ideas: • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. (for example, line, shape, pattern, colour, texture, form) Mastering Techniques: Drawing: • Use different hardnesses of pencils to show line, tone and texture. • Annotate sketches to explain and elaborate ideas. • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture. Paint: • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Use watercolour paint to produce washes for backgrounds then add detail. • Experiment with creating mood with colour. Taking Inspiration from the Greats: Georgia O'Keeffe and Beatrix Potter • Take inspiration from and use some of techniques used by notable artists and designers. • Create original pieces that are influenced by studies of others.

Long Term Art Planning – Deighton Gates Primary School

Year 5	Autumn 2: WW2 Art (Drawing and Painting)	Spring 1: Space Art	Summer 1: Ceramic Mosaics	Summer 2: Portraits – Egyptian Masks
Threshold Concepts	Developing Ideas: • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas. • Comment on artworks with a fluent grasp of visual language Mastering Techniques: Painting: • Sketch (lightly) before painting to combine line and colour. • Create a colour palette based upon colours observed in the natural or built world. • Combine colours, tones and tints to enhance the mood of a piece. • Use brush techniques and the qualities of paint to create texture. Drawing: • Use a choice of techniques to depict movement, perspective, shadows and reflection. • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Taking Inspiration from the Greats:	Developing Ideas: • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas. • Comment on artworks with a fluent grasp of visual language Mastering Techniques: Painting: • Sketch (lightly) before painting to combine line and colour. • Create a colour palette based upon colours observed in the natural or built world. • Use the qualities of watercolour and acrylic paints to create visually interesting pieces. • Combine colours, tones and tints to enhance the mood of a piece. • Use brush techniques and the qualities of paint to create texture. • Develop a personal style of painting, drawing upon ideas from other artists. Drawing: • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).	Developing Ideas: • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas. • Comment on artworks with a fluent grasp of visual language Mastering Techniques: Collage: • Mix textures (rough and smooth, plain and patterned). Combine visual and tactile qualities. • Use ceramic mosaic materials and techniques. Which Drawing objectives feature? Taking Inspiration from the Greats: Orla Keeley • Take inspiration from and use some of techniques used by notable artists and designers. • Show how the work of	Developing Ideas: • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas. • Comment on artworks with a fluent grasp of visual language Mastering Techniques: Sculpture: • Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. • Combine visual and tactile qualities. • Use frameworks (such as wire or moulds) to provide stability and form. Painting: • Use the qualities of acrylic paints to create visually interesting pieces. Drawing: • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). • Use a choice of techniques to depict perspective and shadows.

Long Term Art Planning – Deighton Gates Primary School

	L.S. Lowry • Take inspiration from and use some of techniques used by notable artists and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles.	• Use a choice of techniques to depict movement, perspective, shadows and reflection. • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Taking Inspiration from the Greats: Peter Thorpe • Take inspiration from and use some of techniques used by notable artists and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles.	those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles.	Taking Inspiration from the Greats: Leger, Hockney and Man Ray • Take inspiration from and use some of techniques used by notable artists and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles.
Year 6	Autumn 1 – Portraits	Autumn 2 – Landscape Sculptures	Spring 1 – Print Making	
Threshold Concepts	Developing Ideas: • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Comment on artworks with a fluent grasp of visual language Mastering Techniques: Painting: • Sketch (lightly) before painting to combine line and colour. • Create a colour palette based upon colours observed in the natural or built world.	Developing Ideas: • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas. • Comment on artworks with a fluent grasp of visual language Mastering Techniques: Sculpture: • Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.	Developing Ideas: • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas. Mastering Techniques: Print: • Build up layers of colours. • Create an accurate pattern, showing fine detail. • Use a range of visual elements to reflect the purpose of the work. Paint: • Use the qualities of acrylic paints to create visually interesting pieces.	

Long Term Art Planning – Deighton Gates Primary School

	• Use the qualities of watercolour to create visually interesting pieces. • Combine colours, tones and tints to enhance the mood of a piece. • Use brush techniques and the qualities of paint to create texture. • Develop a personal style of painting, drawing upon ideas from other artists. Taking Inspiration from the Greats: Hans Holbein, Picasso and Warhol • Take inspiration from and use some of techniques used by notable artists and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles. To add in: Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).	• Combine visual and tactile qualities. • Use frameworks (such as wire or moulds) to provide stability and form. Drawing: • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). • Use a choice of techniques to depict perspective, shadows and reflection. • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Taking Inspiration from the Greats: David Hockney and Van Gogh • Take inspiration from and use some of techniques used by notable artists and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles.	Taking Inspiration from the Greats: Maya Patterns and Inscriptions • Take inspiration from and use some of techniques used by notable artists and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles.
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