



Longwick Church of England Combined School Art Curriculum 2023-2024

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Year 1	<u>Spirals</u> Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.	<u>Simple Printmaking</u> Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.	<u>Playful Making</u> Exploring materials and intention through a playful approach	<u>Exploring Watercolour</u> Exploring watercolour and discovering we can use accidental marks to help us make art.	<u>Making Birds</u> Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.	<u>Inspired by Flora & Fauna</u> Explore how artists make art inspired by flora and fauna. Make collages of MiniBeasts and display as a shared artwork.
Year 2	<u>Explore & Draw</u> Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.	<u>Exploring the World Through Mono Print</u> Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership	<u>Be An Architect</u> Exploring architecture and creating architectural models.	<u>Expressive Painting</u> Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark making to create abstract still lifes.	<u>Stick Transformation Project</u> Explore how you can transform a familiar object into new and fun forms.	<u>Music & Art</u> Explore how we can make art inspired by the sounds we hear.
Year 3	<u>Gestural Drawing with Charcoal</u> Making loose, gestural drawings with charcoal, and exploring drama and performance.	<u>Working with Shape and Colour</u> "Painting with Scissors": Collage and stencil in response to looking at artwork.	<u>Telling Stories Through Making</u> Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film.	<u>Cloth, Thread, Paint</u> Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.	<u>Making Animated Drawings</u> Explore how to create simple moving drawings by making paper "puppets" and animate them using tablets.	<u>Using Natural Materials to Make Images</u> Using natural pigments and dyes from the local environment to make art. Exploring Cyanotype and Anthotype

Years 4	<u>Storytelling Through Drawing</u> Explore how artists create sequenced drawings to share and tell stories. Create concertinas or comic strips to retell poetry or prose through drawing.	<u>Exploring Pattern</u> Exploring how we can use colour, line and shape to create patterns, including repeating patterns	<u>The Art of Display</u> Explore how the way we display our work can affect the way it is seen.	<u>Exploring Still Life</u> Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.	<u>Sculpture, Structure, Inventiveness & Determination</u> What can artists learn from nature?	<u>Festival Feasts</u> How might we use food and art to bring us together?
Year 5	<u>Typography & Maps</u> Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.	<u>Making Monotypes</u> Combine the monotype process with painting and collage to make visual poetry zines.	<u>Set Design</u> Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.	<u>Mixed Media Land & City Scapes</u> Explore how artists use a variety of media to capture spirit of the place.	<u>Architecture: Dream Big or Small?</u> Explore the responsibilities architects have to design us a better world. Make your own architectural model.	<u>Fashion Design</u> Explore contemporary fashion designers and create your own 2d or 3d fashion design working to a brief.
Year 6	<u>2D Drawing to 3D Making</u> Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	<u>Activism</u> Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.	<u>Brave Colour</u> Exploring how artists use light, form and colour to create immersive environments.	<u>Exploring Identity</u> Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait.	<u>Take a Seat</u> Explore how craftspeople and designers bring personality to their work.	<u>Shadow Puppets</u> Explore how traditional and contemporary artists use cutouts and shadow puppets.