

Broke Hall Primary School

Curriculum Overview – Art

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Spirals – using drawing collage and mark-making to explore spirals. Introducing sketchbooks			Exploring Flora and Fauna – exploring how artists are inspired by plants and animals. Minibeast collages		Nature Sculpture Using the natural environment to create and inspire 3D sculptures including at the seaside
Year 2	Exploring the world through monoprint – using a simple monoprint technique to develop drawing skills, encourage experimentation and ownership.		Landscapes and cityscapes – Compare and contrast the work of Monet, Van Gogh and Metzinger		LS Lowry – who was Lowry? Lowry’s palette. Perspective. Buildings. Figures. Collage.	
Year 3	Working with shape and colour - “Painting with scissors”. Collage and stencil in response to looking at artwork		Cloth, thread and paint. Exploring how artists combine media to create work in response to landscapes (including mountains and volcanoes)		Making animated drawings. Exploring how to create simple moving drawings by making paper puppets and animate them using tablets (inc. computing unit)	
Year 4	British art – John Brunson – line and form.		Exploring still life – explore artists working in the genre of still life – both contemporary and traditional. Create their own still life.			Festival feasts – drawing and making inspired by food. How might we use art and food to bring us together?
Year 5		Seascapes - painting	Typography and maps – using drawing and design skills to create personal and highly visual maps			Fashion design – Barbie/Ken doll transformation using Modroc to create historical figures/costume.
Year 6		Plants and flowers - reduction printing. Create a three colour reduction print. Considering negative space.	Activism – explore how artists use their skills to speak on behalf of communities. Making art about things we care about		2D drawing to 3D making. Exploring how 2D drawings can be transformed into 3D objects.	