



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Enchanted Woodlands	Bright Lights	Superheroes	Beachcombers	Paws Claws and	Dinosaur Planet
	Science - plants	Big City	PE Fantasy and real	Science - seashore	Whiskers	History - dinosaurs and
		Geography - The UK, maps	heroes. The senses		Art and Design animals	fossils
	We are creature artists	and direction		We are modellers	and their features	
	Use lines to represent a		We are sculptors	Use modelling		We are artistic
	shape or outline. Art and	We are City artists	Use lines to represent	materials to create an	We are printers	Describe the sensory
	design – Proficiency 3	Use lines to represent a	a shape or outline.	imaginary or realistic	Create a simple pattern	properties of a range of
	Use drawing, painting and	shape or outline.	Art and design -	form. Art and design	using colours and	different materials and
	sculpture to develop and	Art and design - Proficiency	Proficiency 3 Use	- Proficiency 3 Use	shapes. Art and design	decide which ones to use
	share their ideas,	3 Use drawing, painting and	drawing, painting and	drawing, painting and	- Proficiency 3 Develop	when making something.
	experiences and	sculpture to develop and	sculpture to develop	sculpture to develop	a wide range of art and	Art and design -
	imagination.	share their ideas,	and share their ideas,	and share their ideas,	design techniques in	Proficiency 3 Use
	-	experiences and imagination.	experiences and	experiences and	using colour, pattern,	drawing, painting and
	We are flower artists		imagination.	imagination.	texture, line, shape,	sculpture to develop and
	Describe the sensory	We are architects	-		form and space.	share their ideas,
	properties of a range of	Use lines to represent a		We are shell		experiences and
	different materials and	shape or outline.		investigators	We are sculptors	imagination.
	decide which ones to use	Art and design - Proficiency		Develop ideas from a	Handle and manipulate	_
	when making something.	3 Use drawing, painting and		variety of starting	rigid and malleable	We are realistic artists
	Art and design -	sculpture to develop and		points including the	materials and say how	Use modelling materials to
	Produce 1 Use a range of	share their ideas,		natural world, man-	they feel.	create a realistic or
	materials creatively to	experiences and imagination.		made objects, fantasy	Art and design –	imagined form. Art and
	design and make			and stories. Art and	Proficiency 3 Use	design - Produce 1 Use a
	products.			design - Produce 1	drawing, painting and	range of materials
				Use a range of	sculpture to develop and	creatively to design and
	We nature Artists (look			materials creatively to	share their ideas,	make products.
	at work of artist Andy			design and make	experiences and	
	Goldsworthy)			products.	imagination.	We are modellers
	Describe the sensory					Use modelling materials to
	properties of a range of			We are pattern	We are designers	create a realistic or
	different materials and			creators	Cut and tear paper and	imagined form. Art and
	decide which ones to use			Create patterns using	glue it to a surface.	design - Proficiency 3
	when making something.			natural materials (e.g.	-	Develop a wide range of



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	Art and design -			pebbles, sticks, shells,	Art and design -	art and design techniques
	Proficiency 3 Use			leaves and petals).	Produce 1 Use a range	in using colour, pattern,
	drawing, painting and			Art and design -	of materials creatively	texture, line, shape, form
	sculpture to develop and			Proficiency 3 Develop	to design and make	and space.
	share their ideas,			a wide range of art	products.	
	experiences and			and design techniques		
	imagination.			using colour, pattern,		
				texture, line, shape,		
				form and space.		
TFW Text	Owl Babies	Goldilocks standalone text	Aladdin	Rainbow Fish	The Very Cranky Bear	Where the Wild Things
Experience	Cinema	Afternoon tea with the		Sea Life	All Things Wild Centre	Are
		Queen		Centre/Performance	_	
Year 2	Street Detectives	Land Ahoy	Scented Gardens	Towers, Tunnels	Muck, Mess and	Wriggle and Crawl
	Geography – exploring the	Geography Captain Cook,	Science - flowers and	and Turrets	Mixtures	Science - minibeasts and
	local community	boats and sea rescues	their parts, growing	D&T/History Castles,	Science/Art Materials	their habitats
			things	towers and tunnels.	and their properties	
	We are Urban artists	We are creative artists		Building structures	through art	We are mini-artists
	Explain what they	Develop ideas from a variety	We are flower			Choose appropriate
	like/dislike about an	of starting points including	artists	We are modellers	We are landscapers	materials and techniques
	artwork, comparing it	the natural world, man-made	Use line and tone to	Use modelling	Develop ideas from a	for a given project. Art
	with other pieces of art.	objects, fantasy and stories.	draw shape, pattern	materials to create an	variety of starting	and design - Produce 1
	Art and design - artists	Art and design - Produce 1	and texture. Art and	imaginary or realistic	points including the	Use a range of materials
	& history 4 Learn about	Use a range of materials	design - Proficiency 3	form. Art and design	natural world, man-made	creatively to design and
	the work of a range of	creatively to design and make	Use drawing, painting	- Proficiency 3 Use	objects, fantasy and	make products.
	artists, craft makers and	products.	and sculpture to	drawing, painting and	stories. Art and design	
	designers, describing the		develop and share	sculpture to develop	- artists & history 4	
	differences and		ideas, experiences and	and share their ideas,	Learn about the work of	
	similarities between		imagination.	experiences and	a range of artists, craft	
	different practices and		5	imagination.	makers and designers,	
	disciplines, and making		We are sculptors	maginarion.	describing the	
	links to their own work.		Use modelling		differences and	
			materials to create an		similarities between	
			imaginary or realistic		different practices and	
			form. Art and design		disciplines, and making	
			- Produce 1 Use a		links to their own work.	
	1	l		1	TIMAS TO THEIR OWN WORK.	1





	σ		range of materials creatively to design and make products.		We are media artists Create patterns using natural materials (e.g. pebbles, sticks, shells, leaves and petals). Art and design - Proficiency 3 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. We are painters	
TFW Text Experience	On the Way Home Cinema	Lost and Found	The Owl Who was Afraid of the Dark	George and the Dragon Theatre production in school	materials and techniques for a given project. Art and design - Proficiency 3 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. The Magic Brush	The Nightmare Man stand alone text
Year 3	Heroes and Villains Music, moral dilemmas We are sculptors Use a range of modelling materials and tools,	Predator Science food chains, fossils and predatory plants We are sketchers Identify interesting aspects	Tremors Geography /History – natural disasters, earthquakes and volcanoes	Mighty Metals Science – materials, forces, magnets and robots	Scrumdiddlyumptious! D&T - Food, nutrition and cooking We are material explorers	Tribal Tales History- Stone Age, Bronze Age and Iron Age history





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choosing the one most	of objects as a starting point	We are figurine	We are material	Use a range of	We are historian artists
appropriate to a given	for work. Art and design –	artists	explorers	modelling materials and	Use a range of artistic
task. Art and design -	Proficiency 3 Improve their	Use a range of	Explain the purpose of	tools, choosing the one	vocabulary to compare
Proficiency 3 Improve	mastery of art and design	modelling materials	a given task and	most appropriate to a	artworks of a particular
their mastery of art and	techniques, including drawing,	and tools,	identify the ideal	given task. Art and	genre or movement. Art
design techniques,	painting and sculpture with a	choosing the one most	materials and tools	design – Proficiency 3	and design - artists &
including drawing,	range of materials (e.g.	appropriate to a given	for the job. Art and	Improve their mastery	history 4 Find out about
painting and sculpture	pencil, charcoal, paint, clay).	task. Art and design	design - Proficiency 3	of art and design	great artists, architects
with a range of materials		- Proficiency 3	Improve their	techniques, including	and designers in history.
(e.g. pencil, charcoal,		Improve their	mastery of art and	drawing, painting and	
paint, clay).		mastery of art and	design techniques,	sculpture with a range	We are folk artists
		design techniques,	including drawing,	of materials (e.g. pencil,	Imprint a range of
We are sketch artists		include drawing,	painting and sculpture	charcoal, paint, clay).	patterns into modelling
Identify interesting		painting and	with a range of		materials such as clay,
aspects of objects as a		sculpture with a range	materials (e.g. pencil,		dough and papier-mâché.
starting point for work.		of materials	charcoal, paint, clay).		Art and design -
Art and design -		(e.g. pencil, charcoal,			Proficiency 3 Improve
Produce 1 Create sketch		paint, clay).			their mastery of art and
books to record their		F // /.			design techniques,
observations and use					including drawing, painting
them to review and					and sculpture with a range
revisit ideas. Art and					of materials (e.g. pencil,
design - Evaluate 2					charcoal, paint, clay).
Evaluate and analyse					charcoar, paint, clay).
creative works using the					We are material
language of art, craft and					investigators
5 5					-
design					Identify interesting
					aspects of objects as a
					starting point for work.
					Art and design -
					Proficiency 3 Improve
					their mastery of art and
					design techniques,
					including drawing, painting
					and sculpture with a range





						of materials (e.g. pencil, charcoal, paint, clay).
TFW Text Experience	The Troll	The Reluctant Dragon	Adventures at Sandy Cove	The Thing in the Basement standalone text	Daft Jack	Perseus and Medusa standalone text
•			-		AA:	
Year 4	I am Warrior	Potions	Traders and Raiders	Burps, Bottoms and	Misty Mountain Sierra	Blue Abyss
	History- The Roman	Science- Solids, Liquids and	History/DT-Here	Bile	Geography-	Geography/Science-
	Empire and its impact on	Gas	Come the Saxons:	Science- Inside your	Mighty Mountains	The Ocean World
	Britain	<u>We are designers</u>	Anglo Saxons and	body	We are model makers	<u>We are nature artists</u>
	<u>We are designers</u>	Investigate, combine and	Vikings	<u>Standalone lesson</u>	Add embellishments and	Draw from close
	Draw from	organise visual and tactile	We are print makers	Model making	decorations to enhance	observation to capture
	close observation to	qualities of materials and	Use a motif and	different body parts.	a form or sculpture.	fine details. Art and design
	capture fine details. Art	processes when making	stencil to create a	<u>We are model</u>	Art and design –	- Evaluate 2 Create sketch
	and design - Proficiency	something. Art and design –	mono or repeat print.	makers	Proficiency 3 Improve	books to record their
	3 Improve their mastery	Proficiency 3 Improve	Art and design -	Select and record	their mastery of	observations and use them
	of art and design	mastery of art and design	Proficiency 3 Improve	visual and other	art and design	to review and revisit ideas.
	techniques,	techniques, including drawing,	their mastery of art	information to develop	techniques,	We are model makers
	including drawing,	painting and sculpture with	and design techniques,	ideas on a theme. Art	including drawing,	Select and record visual
	painting and	materials (e.g. pencil,	including drawing,	and design -	painting and	and other information to
	sculpture with a range of	charcoal, paint and clay).	painting and sculpture	Proficiency 3 Improve	sculpture with a range	develop ideas on a theme.
	materials (e.g. pencil,	We are model makers	with a range of	their mastery of art	of materials (e.g. pencil,	Art and design -
	charcoal, paint, clay).	Investigate, combine and	materials (e.g. pencil,	and design techniques,	charcoal, paint, clay).	Proficiency 3 Improve
	We are sketchers	organise visual and tactile	charcoal, paint, clay).	including drawing,		their mastery of art and
	(look at the paintings	qualities of materials and		painting and sculpture		design techniques,
	and statues of Boudicca)	processes when making		with a range of	We are weavers	including drawing, painting
	Draw from	something. Art and design -	We are sketchers	materials (e.g. pencil,	designers	and sculpture with a range
	close observation to	Proficiency 3 Improve	Make/use a sketch	charcoal, paint, clay).	Investigate, combine	of materials (e.g. pencil,
	capture fine details. Art	mastery of art and design	book with a hard		and organise visual and	charcoal, paint, clay).
	and design - Proficiency	techniques, such as drawing,	cover and mitred		tactile gualities of	We are 3D model makers
	3 Improve mastery of art	painting and sculpture with a	corners. Art and		materials and processes	Select and record visual
	and design techniques,	range of materials (e.g.	design – Proficiency 3		when making something.	and other information to
	including drawing,	pencil, charcoal, paint, clay).	Improve mastery of		Art and design -	develop ideas on a theme.
	painting and sculpture	We are print artists	art and design		Proficiency 3 Improve	Art and design -
	r		techniques, including		their mastery of	Proficiency 3 Improve





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wit	th materials (e.g. pencil,	Take a picture from an	drawing, painting and	art and design	their mastery of art and
cha	arcoal, paint and clay).	unusual or thought-provoking	sculpture with	techniques,	design techniques,
We	e are mosaic artists	viewpoint. Art and design -	materials (e.g. pencil,	including drawing,	including drawing, painting
Con	mpare and comment on	Proficiency 3 Improve	charcoal, paint and	painting and	and sculpture with a range
a ni	number of artworks on	mastery of art and design	clay).	sculpture with a range	of materials (e.g. pencil,
a si	similar theme,	techniques, such as drawing,	We are artists	of materials (e.g. pencil,	charcoal, paint, clay).
exp	plaining the approaches	painting and sculpture with	Compare and comment	charcoal, paint, clay).	We are historians in art
tak	ken by different	materials (e.g. pencil,	on a number of	We are weave makers	Compare and comment on a
art	tists or genres. Art	charcoal, paint, clay).	artworks on a similar	(look at the work of	number of artworks on a
and	d design - artists &	<u>We are historians</u>	theme, explaining the	Adi)	similar theme, explaining
hist	story 4 Find out about	Compare and comment on a	approaches taken by	Investigate,	the approaches taken by
gre	eat artists, architects	number of artworks on a	different artists or	combine and organise	different artists or
and	d designers in history.	similar theme, explaining the	genres. Art and	visual and tactile	genres. Art and design -
We	<u>e are jewellery</u>	approaches taken by	design – artists &	qualities of materials	artists & history 4 Find
des	<u>signers</u>	different artists or genres.	history 4 Find out	and processes when	out about great artists,
Inv	vestigate, combine and	Art and design – artists &	about great artists,	making something. Art	architects and designers in
org	ganise visual and tactile	history 4 Learn about great	architects and	and design -	history.
qua	alities of materials and	artists, architects and	designers in history.	Proficiency 3 Improve	<u>We are batik artists</u>
pro	ocesses when making	designers in history.		their mastery of	(look at batik art)
son	mething. Art and	We are artists		art and design	Select and record visual
des	sign - Proficiency 3	Investigate, combine and		techniques,	and other information to
Im	prove their mastery of	organise visual and tactile		including drawing,	develop ideas on a theme.
art	t and design	qualities of materials and		painting and	Art and design -
tec	chniques,	processes when making		sculpture with a range	Proficiency 3 Improve
incl	luding drawing,	something. Art and design -		of materials (e.g. pencil,	their mastery of art and
pair	inting and	Proficiency 3 Improve		charcoal, paint, clay).	design techniques,
scu	ulpture with a range of	mastery of art and design			including drawing, painting
mat	iterials (e.g. pencil,	techniques, such as drawing,			and sculpture with a range
cha	arcoal, paint, clay).	painting and sculpture with			of materials (e.g. pencil,
		materials (e.g. pencil,			charcoal, paint, clay).
		charcoal, paint and clay).			<u>We are artists</u>
					Draw from close
					observation to capture
					fine details. Art and
					design - Proficiency 3





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						Improve mastery of art and design techniques, such as drawing, painting and sculpture with materials (e.g. pencil, charcoal, paint and clay).
Year 5	Stargazers Space BIG QUESTION ILP Focus; Science Art & Design: Phases of the moon <u>We are print makers</u> Create a detailed block for printing using string, card, foam or lino. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are artists</u> Use simple rules of perspective in drawings of figures and buildings.	Off With Her Head The Tudors BIG QUESTION ILP Focus; History Art & Design: Costumes, jewellery, life sized Henry V111 We are historians in art (look at portraits by Hans Holbein) Explain how a piece of artwork makes them feel, explaining views by reference to effects (e.g. colour and pattern). Art and design - artists & history 4 Find out about great artists, architects and designers in history. We are critical artists (look at miniature Tudor portraits) Compare and comment on ideas/methods/approaches in own and others' work (relating to context).	Alchemy Island A fantasy world BIG QUESTION ILP Focus; Music Art & Design: Journey to Alchemy Island <u>Standalone lesson</u> <u>We are adventurers</u> Explain how a piece of artwork makes them feel, explaining views by reference to effects (e.g. colour and pattern) Art and design - Proficiency 3 Become proficient in drawing, painting, sculpture and other art, craft and design techniques Use your imagination to paint the island. Use a range of different	Beast Creator Minibeasts BIG QUESTION ILP Focus; Science Art & Design: Darwin's drawings <u>We are artists</u> Use simple rules of perspective in drawings of figures and buildings. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are Darwin artists</u> (look at Charles Darwin's drawings of insects)	Pharaohs Ancient Egypt BIG QUESTION ILP Focus; History Art & Design: Hieroglyphics We are explorers of art Explain how an idea has developed over time. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). We are Egyptian artists Combine a range of media within a piece of work and explain the desired effect. Art and design - Proficiency 3 Improve	Allotment Food origins and farming BIG QUESTION ILP Focus; Geography Art & Design: Observational drawing <u>We are artists</u> Make observational drawings in sketchbooks of plants, fruits, vegetables, leaves, flowers, seeds and bulbs. Art and design - Evaluate 2 Create sketch books to record their observations and use them to review and revisit ideas. <u>We are artists</u> Develop detailed drawings and paintings of plants and flowers from their plant and flower observations.



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Art and design -	Art and design - artists &	paintbrushes and	Use simple rules of	their mastery of art and	Art and design - Proficiency
Proficiency 3 Improve their	history 4 Find out about great	experiment with creating	perspective in drawings	design techniques,	
mastery of art and design	artists, architects and designers	mood with colour.	of figures and buildings.	including drawing, painting	3 Improve their mastery of
techniques, including	in history.	Standalone lesson	Art and design -	and sculpture with a range	art and design techniques,
drawing, painting and	<u>We are sketchers</u>	We are collage artists	Proficiency 3 Improve	of materials (e.g. pencil,	including drawing, painting and
sculpture with a range of	Use cross-hatching to add tonal	Create a montage collage.	• •	charcoal, paint, clay).	sculpture with a range of
materials (e.g. pencil,	detail.	Select and arrange	their mastery of art and	We are historians in art	materials (e.g. pencil,
charcoal, paint, clay).	AD 1 Create sketch books to	materials for a striking	design techniques,	Explain how a piece of	charcoal, paint, clay).
enar eour, pann, elay).	record their observations and	effect.	including drawing,	artwork makes them feel,	
	use them to review and revisit	Art and design -	painting and sculpture	explaining views by	
	ideas.	Proficiency 3 Improve	with a range of materials	reference to effects (e.g.	
	We are sculptors	their mastery of art and	(e.g. pencil, charcoal,	colour and pattern)	
	Carve and sculpt materials using	design techniques,	paint, clay).	Art and design - artists &	
	a range of tools and finishing	including drawing,	<u>We are collage artists</u>	history 4 Find out about	
	techniques (e.g. sanding, etching	painting and sculpture	(look at the work of	great artists, architects	
	and smoothing). Art and design	with a range of materials	Kurt Schwitters)	and designers in history.	
	- Proficiency 3 Improve their	(e.g. pencil, charcoal,	Create a monochromatic		
	mastery of art and design	paint, clay).	collage which		
	techniques, including drawing,		incorporates text.		
	painting and sculpture with a		Art and design -		
	range of materials (e.g. pencil,		Proficiency 3 Improve		
	charcoal, paint, clay).		their mastery of art and		
			design techniques,		
			including drawing,		
			painting and sculpture with a range of materials		
			(e.g. pencil, charcoal,		
			paint, clay).		
			<u>We are explorers of</u>		
			different media		
			Combine a range of media		
			within a piece of work		
			and explain the desired		
			effect. Art and design -		
			Proficiency 3 Improve		
			their mastery of art and		
			design techniques,		
			including drawing,		
			painting and sculpture		
			with a range of materials		





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				(e.g. pencil, charcoal,		
				paint, clay).		
Year 6	A Child's War	Blood Heart	Frozen Kingdom	Darwin's Delights	Hola Mexico	Gallery Rebels
	World War 2	Human circulatory system	Polar Regions	Evolution and Inheritance	Mayan Civilisation	Significant Artists
	BIG QUESTION	BIG QUESTION	BIG QUESTION	BIG QUESTION	BIG QUESTION	BIG QUESTION
	ILP Focus; History	ILP Focus; Science	ILP Focus; Geography	ILP Focus; Science	ILP Focus; History/music	ILP Focus; Art and Design
	Art & Design: A Street Party -	Art & Design: Modelling & Sculpture –	Art & Design:	Art & Design: Observational	Art & Design: Sculpture/	Art & Design: Great artists of the
	bunting	Abstract Art	Photography/Block	Drawings	Mayan art/Carvings	19th and 20th centuries
	We are artists	We are sculptors	Printing/Painting	<u>We are artists</u>	<u>We are artists</u>	We are historians in art
	Design and make bunting to	Model a heart from clay or	We are photographers	Choose a range of	Look at images from Día de	Visit a local or national art
	decorate the houses. Make a	plasticine. Use their sculpture to	Use digital cameras to	coloured and textured	los Muertos (Day of the	gallery to view an art
	flag or banner to wave to	explain how the heart works.	photograph ice and snow,	papers, as well as good	Dead), celebrated from	exhibition. Engage in
	wave at the street party.	Art and design - Proficiency	capturing their beauty at	quality drawing paper, to	31st October-2nd	conversations about work
	Art and design -	3 Improve their mastery of art	close range.	make a sewn sketchbook	November. Use a range of	seen, discussing artistic
	Proficiency 3 Improve their	and design techniques, including	Art and design -	or journal. Create a	materials to create a 3-D	features such as composition,
	mastery of art and design	drawing, painting and sculpture	Proficiency 3 Improve	waterproof cover so that	Day of the Dead skull.	colour, form and meaning.
	techniques, including	with a range of materials (e.g.	their mastery of art and	it can be used outdoors.	Paint with a range of	Visit an artist's studio or
	drawing, painting and	pencil, charcoal, paint, clay).	design techniques,	Art and design -	beautiful patterns and	invite an artist into school to
	sculpture with a range of	<u>We are artists</u>	including drawing,	Proficiency 3 Improve	bright colours.	make art together.
	materials (e.g. pencil,	Use ready mixed paint, Brusho	painting and sculpture	their mastery of art and	We are sculptors	Art and design - artists &
	charcoal, paint, clay).	and ink in different shades of	with a range of materials	design techniques,	Create amazing stone	history 4 Learn about great
		red to create abstract paintings.	(e.g. pencil, charcoal,	including drawing,	carvings like the intricate	artists, architects and
		Employ a range of tools to blow,	paint, clay).	painting and sculpture	Maya stelae. Begin by	designers in history.
		smudge, paint, mark and print	<u>We are artists</u>	with a range of materials	looking at examples of the	We are impressionist artists
		the liquids.	Use Brusho or similar	(e.g. pencil, charcoal,	beautifully detailed stelae,	Look closely at the works of
		Art and design - Proficiency	dyes to create skyscape	paint, clay).	sketching parts of their	Impressionist artists and
		3 Improve their mastery of art	paintings of the	<u>We are artists</u>	designs and looking	discuss the techniques used
		and design techniques, including	Northern Lights,	Work outdoors to sketch	particularly at patterns	to create the Impressionist
		drawing, painting and sculpture	experimenting with	plants, flowers and trees,	and shapes.	effect.
		with a range of materials (e.g.	different ways of	looking carefully to	Art and design -	Art and design – Proficiency
		pencil, charcoal, paint, clay).	application.	accurately capture their	Proficiency 3 Improve	3 Improve their mastery of
			Art and design -	shape, form, pattern and	their mastery of art and	art and design techniques,
			Proficiency 3 Improve	colour.	design techniques,	including drawing, painting and
			their mastery of art and	Art and design -	including drawing, painting	sculpture with a range of
			design techniques,	Proficiency 3 Improve	and sculpture with a range	materials (e.g. pencil,
			including drawing,	their mastery of art and	of materials (e.g. pencil,	charcoal, paint, clay).
			painting and sculpture	design techniques,	charcoal, paint, clay).	Using a range of online and
			with a range of materials	including drawing,		offline historical source





-	(e.g. pencil, charcoal,	painting and sculpture	We are explorers of	materials, find out how the
	paint, clay).	with a range of materials	<u>different media</u>	Impressionist movement
	We are explorers of	(e.g. pencil, charcoal,	Use a 3-D animal former	began, what it involved and
	<u>art</u>	paint, clay).	and, applying collage and	why it was initially unpopular.
	Discover the beautiful	<u>We are sketchers</u>	painting techniques,	Art and design - artists &
	artwork of the Inuit, the	Use fine ink pens to make	decorate it with Mexican	history 4 Learn about great
	Arctic's indigenous	detailed drawings in	pattern work and colours	artists, architects and
	people. Find examples of	their sketchbooks of	typical of the genre.	designers in history.
	Inuit prints and carvings	different types of shells,	Art and design –	We are expressionist artists
	of birds, Arctic	including barnacle shells.	Proficiency 3 Improve	Look closely at a range of
	mammals, polar bears,	Art and design -	their mastery of art and	Expressionist Art. Discuss
	seals, caribou and wolves.	Proficiency 3 Improve	design techniques,	their initial reactions and
	Art and design -	their mastery of art and	including drawing, painting	brainstorm the emotive
	Proficiency 3 Improve	design techniques,	and sculpture with a range	language that might describe
	their mastery of art and	including drawing,	of materials (e.g. pencil,	it. Record ideas in a
	design techniques,	painting and sculpture	charcoal, paint, clay).	sketchbook, sketching small
	including drawing,	with a range of materials		parts of bigger paintings to
	painting and sculpture	(e.g. pencil, charcoal,		show colour and compositions.
	with a range of materials	paint, clay).		Art and design - artists &
	(e.g. pencil, charcoal,			history 4 Learn about great
	paint, clay).			artists, architects and
	<u>We are artists</u>			designers in history.
	Display block printing			Paint a self-portrait in the
	work to create an Inuit			style of the Expressionist
	gallery. Annotate their			artists. Choose an emotion to
	work, describing their			portray and experiment with a
	inspirations and			range of colours and brush
	intentions and explaining			strokes.
	the techniques used to			Art and design – Proficiency
	create them. Adapt and			3 Improve their mastery of
	refine artwork in light of			art and design techniques,
	constructive feedback			including drawing, painting and
	and reflection.			sculpture with a range of
	Art and design -			materials (e.g. pencil,
	Evaluate 2 Evaluate and			charcoal, paint, clay).
	analyse creative works			<u>We are Surrealist artists</u>
	using the language of art,			Look closely at a range of
	craft and design.			Surrealist art, discussing
				initial reactions and making
				notes about things that





-			interest them in a sketchbook
			or journal.
			Art and design – artists &
			history 4 Learn about great
			artists, architects and
			designers in history.
			Research the life and times of
			Salvador Dalí. Discover how he
			began work as an artist, why
			he turned to Surrealism, his
			foray into film, the
			importance of his paintings
			and sculptures and where he
			lived and died. Create a
			timeline of his life, using
			facts and images found during
			your research to bring it to
			life.
			We are historians in art
			Look at examples of Damien
			Hirst's controversial
			formaldehyde work. Make
			notes in your sketchbook to
			record things that you find
			out, remembering to add your
			personal view.
			Art and design - artists &
			history 4 Find out about
			great artists, architects and
			designers in history.
			Consider what you might
			suspend to create work of a
			similar style. A leaf? A
			flower? A snail's shell? Why
			not source a more humorous
			item, such as a small model
			animal? A dinosaur? A set of
			false teeth? Record your
			design ideas in your
			sketchbook or journal. Use all





			$\overline{\mathbf{a}}$
			of your preparation work to
			create your masterpiece. Take
			a digital photograph to record
			the different stages of
			creation, including your final
			piece.
			Art and design - Proficiency
			3 Improve their mastery of
			art and design techniques,
			including drawing, painting and
			sculpture with a range of
			materials (e.g. pencil,
			charcoal, paint, clay).
			<u>We are artists</u>
			Invite parents and carers into
			school to view the children's
			artwork.
			Reflect upon their work by
			writing a summary review in
			their personal sketchbook.
			Share their reflections with
			an adult and explain what they
			have learned about the
			different genres.
			Art and design - Evaluate 2
			Evaluate and analyse creative
			works using the language of
			art, craft and design