



## Stanburn Curriculum Coverage Medium Term Plan

# ART and Design



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<b><i>Expressive Arts and Design</i></b>					
		<p><i>Creating with Materials (ELG)</i> <b>Drawing: Marvellous Marks</b></p> <ol style="list-style-type: none"><li>1. To explore making marks with wax crayons.</li><li>2. To make controlled large and small movements.</li><li>3. To create a simple observational drawing with pencils.</li><li>4. To explore mark making using pencils.</li><li>5. To create a simple observational drawing.</li><li>6. To use a variety of colours and materials to create a self-portrait.</li></ol>		<p><i>Creating with Materials (ELG)</i> <b>Painting and mixed Media: Paint My World</b></p> <ol style="list-style-type: none"><li>1. To explore paint through finger painting.</li><li>2. To use paint to express ideas and feelings.</li><li>3. To experiment with paint mixing to make a range of secondary colours.</li><li>4. To make child-led collages using mixed media.</li><li>5. To create landscape collages inspired by an artist.</li></ol>		<p><i>Creating with Materials (ELG)</i> <b>Sculpture and 3D: Creation Station</b></p> <ol style="list-style-type: none"><li>1. To explore clay and its properties.</li><li>2. To explore playdough and its properties.</li><li>3. To create natural 3D landscape pictures using found objects.</li><li>4. To create a design for a 3D animal sculpture.</li><li>5. To make a 3D clay sculpture using the designs created last lesson.</li><li>6. To make a 3D clay sculpture using the designs created last lesson.</li></ol>



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		7. To express their own self-image through art.				
YR1	<b>Drawing: Make your mark</b> <ol style="list-style-type: none"><li>1. To know how to create different types of lines.</li><li>2. To explore line and mark making to draw water.</li><li>3. To draw with different media.</li><li>4. To apply features of abstract art.</li><li>5. To develop an understanding of mark making.</li><li>6. To apply an understanding of drawing materials and mark making to draw from observation.</li></ol>		<b>Sculpture and 3D: Clay houses</b> <ol style="list-style-type: none"><li>1. To explore how clay can be shaped by hand and learn basic skills.</li><li>2. To make a pinch pot and practice the score and slip technique.</li><li>3. To use impressing and joining techniques.</li><li>4. To turn a drawing into a 3D clay tile.</li><li>5. To make houses with a variety of techniques.</li></ol>		<b>Craft and design</b> <ol style="list-style-type: none"><li>1. To know that art can be made in different ways.</li><li>2. To choose, measure, arrange and fix materials.</li><li>3. To explore plaiting, threading and knotting techniques.</li><li>4. To learn how to weave.</li><li>5. To combine techniques in a woven artwork.</li></ol>	
YR2		<b>Drawing: Tell a story. Charcoal mark making</b>		<b>Painting and mixed media: life in colour</b> <ol style="list-style-type: none"><li>1. To develop</li></ol>		<b>Exploring clay</b> <ol style="list-style-type: none"><li>1. To use my hands as a tool to shape</li></ol>



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		<ol style="list-style-type: none"><li>1. To develop a range of mark making techniques.</li><li>2. To explore and experiment with mark-making to create textures.</li><li>3. To develop observational drawing.</li><li>4. To understand how to apply expressions to illustrate a character.</li><li>5. To develop illustrations to tell a story.</li></ol>		<ol style="list-style-type: none"><li>1. knowledge of colour mixing.</li><li>2. To know how texture can be created with paint.</li><li>3. To use paint to explore texture and pattern.</li><li>4. To compose a collage, choosing and arranging materials for effect.</li><li>5. To compose a collage, choosing and arranging materials for effect.</li><li>6. To evaluate and improve artwork.</li></ol>		<ol style="list-style-type: none"><li>1. clay.</li><li>2. To shape a pinch pot and join clay shapes as decoration.</li><li>3. To use impressing and joining techniques to decorate a clay tile.</li><li>4. To use drawing to plan the features of a 3D model.</li><li>5. To make a 3D clay tile from a drawn design.</li></ol>
YR3	<b>Drawing: Growing artist</b> <ol style="list-style-type: none"><li>1. To recognise how artists use shape in drawing.</li><li>2. To understand how to create</li></ol>		<b>Painting and mixed media: Prehistoric paintings</b> <ol style="list-style-type: none"><li>1. To apply an understanding of prehistoric man-made art.</li></ol>		<b>Sculpture and 3D: Abstract shape and space</b> <ol style="list-style-type: none"><li>1. To join 2D shapes to make 3D structures.</li><li>2. To join materials</li></ol>	



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	<p>tone in drawing by shading.</p> <ol style="list-style-type: none"><li>3. To understand how texture can be created and used to make art.</li><li>4. To apply observational drawing skills to create detailed studies.</li><li>5. To explore composition and scale to create abstract drawings.</li></ol>		<ol style="list-style-type: none"><li>2. To understand and use scale to enlarge drawings in a different medium.</li><li>3. To explore how natural products produce pigments to make different colours.</li><li>4. To select and apply a range of painting techniques.</li><li>5. To apply painting skills when creating a collaborative artwork.</li></ol>		<p>in different ways when working in 3D.</p> <ol style="list-style-type: none"><li>3. To develop ideas for 3D artwork.</li><li>4. To apply knowledge of sculpture when working in 3D.</li><li>5. To evaluate and improve an artwork.</li></ol>	
YR4		<p><b>Drawing: Power Prints</b></p> <ol style="list-style-type: none"><li>1. To draw using tone to create a 3D effect.</li><li>2. To explore proportion and tone when drawing.</li></ol>		<p><b>Painting and mixed media: Light and Dark</b></p> <ol style="list-style-type: none"><li>1. To understand how to darken or lighten a colour when mixing paint.</li><li>2. To use tints and shades to give a</li></ol>		<p><b>Craft and Design: Fabrics of nature</b></p> <ol style="list-style-type: none"><li>1. To understand starting points in a design process.</li><li>2. To explore techniques to develop imagery.</li><li>3. To explore using a</li></ol>



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		<ol style="list-style-type: none"><li>3. To plan a composition for a mixed media drawing.</li><li>4. To use shading techniques to create pattern and contrast.</li><li>5. To work collaboratively to develop drawings into prints.</li></ol>		<p>three-dimensional effect when painting.</p> <ol style="list-style-type: none"><li>3. To explore how paint can create very different effects.</li><li>4. To consider proportion and composition when planning a still life painting.</li><li>5. To apply knowledge of colour mixing and painting techniques to create a finished piece.</li></ol>		<p>textile technique to develop patterns.</p> <ol style="list-style-type: none"><li>4. To learn how to create a repeating pattern.</li><li>5. To understand how art is made for different.</li></ol>
YR5	<p><b>Drawing: I need space!</b></p> <ol style="list-style-type: none"><li>1. To explore the purpose and effect of imagery.</li><li>2. To understand and explore decision making in creative</li></ol>		<p><b>Sculpture and 3D: Interactive installation</b></p> <ol style="list-style-type: none"><li>1. To identify and compare features of art installations</li><li>2. To investigate the effect of space and scale when</li></ol>		<p><b>Craft and Design: Architecture</b></p> <ol style="list-style-type: none"><li>1. To apply observational drawing skills to interpret forms accurately.</li><li>2. To apply composition skills</li></ol>	



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	<p>processes.</p> <ol style="list-style-type: none"><li>3. To develop drawn ideas through printmaking.</li><li>4. To test and develop ideas using sketchbooks.</li><li>5. To apply an understanding of drawing processes to revisit and improve ideas.</li></ol>		<p>creating 3D art.</p> <ol style="list-style-type: none"><li>3. To problem-solve when constructing 3D artworks.</li><li>4. To plan an installation that communicates an idea.</li><li>5. To apply their knowledge of installation art and develop ideas into a finished piece.</li></ol>		<p>to develop a drawing into print.</p> <ol style="list-style-type: none"><li>3. To apply an understanding of architecture to design a building.</li><li>4. To extend design ideas through research and sketchbook use.</li><li>5. To explore and evaluate the intention of a design.</li></ol>	
YR6		<p><b>Drawing: Making my voice heard</b></p> <ol style="list-style-type: none"><li>1. To explore expressive drawing techniques.</li><li>2. To consider how symbolism in art can convey meaning.</li><li>3. To apply understanding of the drawing technique</li></ol>		<p><b>Painting and mixed media: Artist study</b></p> <ol style="list-style-type: none"><li>1. To understand how to analyse a famous painting.</li><li>2. To understand how to find meaning in painting.</li><li>3. To apply drama techniques to explore the meaning of a painting.</li></ol>		<p><b>Sculpture and 3D: Making memories</b></p> <ol style="list-style-type: none"><li>1. To analyse how art can explore the concept of self.</li><li>2. To explore sculptural techniques.</li><li>3. To use creative experience to develop ideas and plan a sculpture.</li><li>4. To apply an</li></ol>



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		<p>chiaroscuro.</p> <ol style="list-style-type: none"><li>4. To evaluate the context and intention of street art.</li><li>5. To apply an understanding of impact and effect to create a powerful image.</li></ol>		<ol style="list-style-type: none"><li>4. To apply interpretation skills to analyse and respond to an abstract painting.</li><li>5. To understand how art can tell stories or portray messages</li><li>6. To develop starting points for creative outcomes.</li><li>7. To demonstrate an understanding of painting techniques to make personal choices.</li></ol>		<p>understanding of materials and techniques to work in 3D.</p> <ol style="list-style-type: none"><li>5. To problem solve, evaluate and refine artwork to achieve a chosen outcome.</li></ol>
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