


COMBS FORD PRIMARY SCHOOL – ART OVERVIEW

Drawing & Sketchbooks	Print, Colour, Collage	Working in Three Dimensions	Paint, Surface, Texture	Working in Three Dimensions	Collaboration & Community
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Access Vrt 	Autumn Term		Spring Term		Summer Term	
	Year 1	Spirals Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.	Simple Printmaking Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.	Exploring Watercolour Exploring watercolour and discovering we can use accidental marks to help us make art.	Making Birds Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.	Inspired by Flora & Fauna Explore how artists make art inspired by flora and fauna. Make collages of MiniBeasts and display as a shared artwork.
Year 2	Explore & Draw Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.	Exploring the World Through Mono Print Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership.	Expressive Painting Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark making to create abstract still lifes	Stick Transformation Project Explore how you can transform a familiar object into new and fun forms.	Music & Art Explore how we can make art inspired by the sounds we hear.	
Year 3	Computing	AUTUMN 2 Gestural Drawing with Charcoal Making loose, gestural drawings with charcoal, and exploring drama and performance. (link with Stone Age)	COMPUTING	SPRING 2 Cloth, thread and Paint Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece	COMPUTING	SUMMER 2 Telling Stories Through Drawing & Making Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film. (Quentin Blake)
Year 4	AUTUMN 1 Storytelling Through Drawing Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing.	COMPUTING	SPRING 2 Festival Feasts Drawing and Making inspired by food. How might we use food and art to bring us together?	COMPUTING	SUMMER 1 Exploring still life Explore artists working with the genre of still life, contemporary and more traditional. Create your own inspired art work.	Computing
Year 5	COMPUTING	AUTUMN 2 Typography & Maps Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.	COMPUTING	SPRING 2 Mixed Media Land & City Scapes Explore how artists use a variety of media to capture spirit of the place. (Narnia)	COMPUTING	SUMMER 2 Set Design Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.
Year 6	AUTUMN 1 2D Drawing to 3D Making Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	COMPUTING	SPRING 1 Activism Explore how artists use their skills to speak on behalf of communities. Make art about things you care about. (Evolution/climate change)	COMPUTING	SUMMER 1 Brave Colour Exploring how artists use light, form and colour to create immersive environments.	COMPUTING