	Sketchbooks	Collage Th	ree Surface, nsions Texture	Three Dimensions	& Community	
Access	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.	Playful Making Exploring materials and intention through a playful approach	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.	. Be An Architect Exploring architecture and creating architectural models.	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 an film. (Quentin Blake)
Year 4	AUTUMN 1 Storytelling Through Drawing Explore how artists create sequenced	(titik with Stoffe Age)	SPRING 2 Festival Feasts		SUMMER 1 Exploring still life Explore artists working with the genre of still life,	
	drawings to share and tell stories. Create accordian books or comic strips to retell poetry or prose through drawing.	COMPUTING	Drawing and Making inspired by food. How might we use food and art to bring us together?	COMPUTING	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	COMPUTING	SPRING 2  Mixed Media Land & City Scapes  Explore how artists use a variety of media to capture spirit of the place.	COMPUTING	SUMMER 2 Set Design Explore creating a model set for theatro or animation inspire by poetry, prose, film or music.
Year 6	AUTUMN 1  2D Drawing to 3D	skills to create personal and highly visual maps.	SPRING 1 Activism	(Narnia)	SUMMER 1  Brave Colour	
	Making Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome	COMPUTING	Explore how artists use their skills to speak on behalf of communities.  Make art about things you care about.	COMPUTING	Exploring how artists use light, form and colour to create immersive environments.	COMPUTING

(Evolution/climate change)

COMBS FORD PRIMARY SCHOOL – ART OVERVIEW

Paint,

Working in

Collaboration

Working in

Print, Colour,

Drawing &

or a graphic design outcome.