

Overview for Art at Forestdale Primary School – Year 1 to Year 6

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Sketchbooks		Make simple sketchbooks as a way to create ownership from offset Explore how to create space and places within the sketchbook to help develop sketchbook approach to include collecting, making drawings on different surfaces, and on different shapes of paper Continue to familiarize with sketchbook / drawing exercises. Let children describe how to undertake the ones they know as means of recap/reminder and introduce new ones	Practise and develop sketchbook use, incorporating the following activities: drawing to discover, drawing to show you have seen, drawing to experiment, exploring colour, exploring paint, testing ideas, collecting, sticking, writing notes, looking back, thinking forwards and around, etc.	Create a one-off project sketchbook which can inform future sketchbook practise, consolidating old skills and introducing new skills (including: creating spaces and places in sketchbook to help creative thinking, exploring and revealing own creative journey from a shared starting point).	Explore relationship between sculpture and design through a sketchbook project which takes film/literature/drama as its starting point and facilitates an open-ended sculptural exploration, with children working at their own pace and following their own journey Enable sketchbook work above to evolve and inform into a sculpture project. Combine and construct with a variety of materials, including modelling and paint	Practice and develop sketchbook use, incorporating the following activities: drawing to discover, drawing to show you have seen, drawing to experiment, exploring colour, exploring paint, testing ideas, collecting, sticking, writing notes, looking back, thinking forwards and around, reflecting, making links, etc.

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Drawing	Begin to explore a variety of drawing materials including pencil, graphite, pen, chalk, soft pastel, wax and charcoal. Explore mark making to start to build mark-making vocabulary. Undertake projects which explore observational drawing (drawing what you see), to record what is seen, and also experimental drawing, to share what is felt. Become familiar with 2 or more drawing exercises repeated over time to build skills.	Develop mark-making skills through experimentation with various drawing media: pencil, graphite, chalk, soft pastel, wax and charcoal Explore a variety of drawing starting points (stimuli), including close looking via observation from primary & secondary source material, drawing from memory and imagination. These might include figurative, still life and landscape Use drawings as basis for collage	Practise observational drawing from the figure, exploring careful looking, intention, seeing big shapes, drawing with gesture, and quick sketching Using observational drawing as a starting point, fed by imagination, design typography Continue to familiarise with sketchbook / drawing exercises. Let children describe how to undertake the ones they know as means of recap/reminder and introduce new ones, which are practiced regularly.	Continue to familiarize with sketchbook / drawing exercises. Let children describe how to undertake the ones they know as means of recap/reminder and introduce new ones, which are practiced regularly Use growing technical skill and knowledge of different drawing materials, combined with increasing confidence in making a creative response to a wide range of stimuli, to explore more experimental drawing, following child's own interests/affinities. Layering of media, mixing of drawing media.	Continue with the key drawing exercises Follow a series of guided activities which each offer pupils an opportunity to make their own individual creative response Explore scaling up drawings, bringing in all mark-making skills previously learnt, and using technique to provide opportunity to transform the original	Continue with the key drawing exercises Revisit still life. Develop drawing skills using observational drawing Explore drawing and mark making on new surfaces, e.g. clay, linking to genres such as portraiture or landscape Explore sequential drawing and narrative e.g. manga and graphic novels, possibly linking into develop into set design

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Painting and Collage	Recognise primary colours and use an experiential approach to simple colour mixing to discover secondary colours. Benefit from experiences learnt through drawing (mark-making, observational drawing, experimental drawing) and apply these skills to painting and collage. Enjoy discovering the interplay between materials for example wax and watercolour.	Revisit colour mixing and understand relationships of primary and secondary colours and apply colour mixing skills to a project Explore painting on different surfaces, such as fabric and different scales Use new colour mixing knowledge and transfer it to other media, e.g.soft pastel or plasticine	Make larger scale drawing from observation and imagination Apply and build upon colour mixing and mark-making skills previously learnt, thinking about how certain colour ranges/combinations affect the outcome Explore painting on new surfaces using colour as decoration	Combine art forms such as collage, painting and printmaking in mixed media projects	Paint on new surfaces (e.g. stone, fabric, walls, floors and work collaboratively to produce images in new contexts,	

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Print Making	Explore simple printmaking. For example using plasticine, found materials or quick print foam. Search out found objects to be used as tools to press into plasticine to create texture and to understand notions of positive and negative. Use rollers or the backs of spoon to create pressure to make a print.	Explore simple mono printing techniques using carbon paper, using observational drawing skills and mark making skills explored through drawing, and colour mixing skills.				

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Sculpture & Craft	Explore, discover and invent ways for 2d to transform into 3d sculpture. This might be through creating drawings or prints on paper which are then folded, through collage which becomes relief, through 2d shapes which are cut out and constructed with.	Explore how 2d can become 3d through “design through making” Cut simple shapes from card and use them to construct architectural forms. Use drawn, collaged and printed elements as surface decoration for the architectural maquettes.	Make an armature from paper and tape and use as the basis to explore modelling with Modroc to make sculpture Explore a simple clay technique such as making slab pieces, and decorate them using relief patterns based upon observational drawing skills Explore how combinations of materials such as wire, paper, fabric, string, card can be transformed into sculpture, discovering how best to manipulate them (cut, tear, bend, fold) and fasten them together (tie, bind, stick).	Work with a modelling material (clay or plasticine) to create quick 3d figurative sketches from life or imagination. Combine with developing visual literacy skills so that the 3d sketches explore how we read and communicate emotion and idea Develop visual literacy skills and discover how context and intention can change the meaning of objects Construct with a variety of materials (wool, string, twigs, found objects, paper etc.) exploring how to bring different media together, both technically and visually,	Explore architecture of another time and / or culture, and make individual work in response to what is seen. Enable evolution of ideas through a combination of design through making and drawn inspiration Develop visual literacy skills: explore how we look at and respond to things people have made, and then include this awareness when making sculpture Explore sculptural ideas of balance (physical and aesthetic) and creative risk taking and play	Develop clay (and drawing) skills by creating pinch pots based upon still life observation Explore geometric design/pattern / structure Develop drawing and making skills and combine with narrative/character development and make puppets. Using tools to cut intricate shapes and use fastenings to create moving parts. Work collaboratively to perform, and use digital media to record. Explore set design using mixed media and linking literature, drama, music and design Explore transformation of materials following own journey to produce an object which conveys personality of maker/designer
	Explore modelling materials such as Modroc, clay and plasticine in an open-ended manner, to discover what they might do.					

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Multimedia		Use digital media (film and still photos) to create records of models made, including walkthrough videos of the inside of the architectural spaces	Building on mark-making and observational skills, make drawings of animals, people and vehicles Use scissors to dissect the and reconstruct them into drawings that move Use digital media to make animations from the drawings that move			
Design				Develop design through making skills and collaborative working skills through fashion design. Explore paper and card manipulation skills to build 3d forms.		
Artists	Enjoy looking at artwork made by artists, craftspeople, architects and designers, and finding elements which inspire.	Identify and research artists, craftspeople, architects and designers.	Use digital media to identify and research artists, craftspeople, architects and designers.	Use digital media to identify and research artists, craftspeople, architects and designers.	Use digital media to identify and research artists, craftspeople, architects and designers.	Use digital media to identify and research artists, craftspeople, architects and designers.