## WHOLE SCHOOL LONG TERM SUBJECT OVERVIEW

## EYFS



Printing: Introduce processes and revisit through the year: printing with thumbs / fingers / everyday objects (natural and man-made), explore marks made by rolling objects in paint (e.g. marbles, toy cars).

| Termly <br> Objectives <br> Breakdown <br> Nursery | Explore and respond to different textures, colours and patterns through simple print-making, developing fine motor skills to grip and hold. | Explore with natural and man-made objects, printing on different surfaces 2D \& 3D. Observe that printing means an image can be repeated. | Use printing techniques with increasing independence to make patterns and pictures, showing efficient fine motor skills. |
| :---: | :---: | :---: | :---: |

3D Art (modelling \& sculpture): : Include malleable, construction and loose parts model-making $\square$ Explore skills such as joining, stacking, re-shaping and using simple tools $\square$ Offer a variety of natural and man-made materials (e.g. 'junk' recycled materials, twigs, shells) ם Provide small and large scale projects (indoors \& outdoors), including some collaborative

| Termly <br> Objectives <br> Breakdown <br> Nursery | Playdough: Explore properties e.g. poking, pulling, pinching, <br> squeezing, patting. |
| :--- | :--- |
|  | Loose Parts: Explore properties of different objects/materials: <br> moving, combining, lining up and stacking. |

Playdough: Explore properties further and create different
surface textures. Use simple tools to shape \& mould, e.g. begin to
roll sausages and ball shapes.
Loose Parts: Begin to use selected parts to create simple constructions and models. Use simple tools to join, fix, cut etc.

Playdough: Make a clay form \& manipulate it with fingers to suggest a subject.

Loose Parts: Begin to make constructions and models with a purpose, deciding / planning what to make. Use tools with increasing control to support model-making.


| Termly Objectives Breakdown Nursery | Use different senses to explore texture. Explore pasting or assembling paper cut-outs onto a surface. |  | Begin to use tools to help fix, join and cut. Begin to affect change on materials e.g. crumpling, tearing, cutting. |  | Find, collect, arrange and stick material onto a surface to make a picture or pattern. |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Reception LQ | How Are We All Different? | Why Do We Celebrate? | How Can I Be Fair? | How do I Look After the Environment? | How Do People Help Us? |  |

Ongoing
Reception

- Ongoing Across Reception Year Exploring, evaluating \& developing ideas: Alongside children's open-ended play / learning with art materials, practitioners should: a scaffold learning Ongoing Across Reception Year Exploring, evaluating \& developing ideas: Alongside children's open-ended play/ learning with art materials, practitioners should: $\square$ scaffold learning introduce the children to the work of famous artists $\quad$ visit galleries, where possible to extend their learning
 foil, corrugated card, old maps) $\square$ inside and outside on a large and small scale $\quad$ collaborative projects


## Termly

 Objectives ReceptionBegin to draw with purpose, deciding what to draw before making marks.

Use a variety of mark-makers with increasing control and efficiency.

Understand that they can draw through observation (e.g. portraits using mirrors)

In painting, be able to select a brush and use a ‘dip, draw, wash and wipe' technique to keep colours clear.

Develop drawing within a range of contexts (e.g. telling a story, figurative or responding to the way an object moves or feels).

Return to and build on previous learning. Look closely at natural and man-made objects, to create observational drawings that notice shape, form and pattern.

Mix various shades of primary colours to create secondary colours and use these in artwork.

With independence, create drawings based on feelings, real / imaginative experiences and stories

Use drawing tools with care and increasing precision.
Draw with increasing complexity and detail.
Observe colour in nature and represent it in artwork; mixing colours to match what they see.

Work collaboratively with other children, sharing ideas, resources

|  | Explore what happens mixing primary colours to create secondary colours. |  | and skills. <br> Return to and build on previous learning, refining ideas and developing ability to represent them. |
| :---: | :---: | :---: | :---: |
| Printing: Revisit techniques from nursery and create own block print with everyday objects (natural and man-made), with techniques such as marking, cutting, crimping, crunching. |  |  |  |
| Termly Objectives Breakdown Reception | Understand how to print effectively using fine motor skills to grip and press. Begin to make considered patterns/pictures. | Have own ideas for print making (e.g. finding their own everyday objects) to experience a variety of shape, texture and pattern. <br> Take rubbings from objects such as tree bark. | Use printing techniques with independence to make patterns and pictures, using a variety of artistic effects (e.g. using irregular and repeating patterns). |
| 3D Art (modelling \& sculpture): a Include malleable, construction and loose parts model-making $\square$ Revisit and extend skills such as cutting, folding, tearing, joining, stacking, re-shaping and techniques such as papier mâché $\quad$ Offer and extend a variety of natural and man-made materials (e.g. 'junk' recycled materials, twigs, pine cones) and different types of glue (e.g. PVA, glue sticks, flour \& water) $\quad$ Involve children in small and large scale projects (indoors \& outdoors), including some collaborative experiences - allowing them to share ideas, resources and skills |  |  |  |
| Termly Objectives Breakdown Reception | Clay/Playdough: Mould with hands using techniques such as pinching, squeezing, pulling, poking, patting to achieve a desired effect (e.g. sausages, balls, thumb pot). Use tools appropriately to roll, cut, flatten etc. <br> Loose Parts: Independently make constructions, using own ideas and available loose parts. Show increasing skills with combining, lining up, stacking etc. | Clay/Playdough: Combine pieces using different techniques and tools to represent a familiar object (e.g. a caterpillar) and represent the feel of an object (e.g. spiky, furry, smooth). <br> Loose Parts: Build and de-construct loose part models / constructions to represent real life / imaginary objects and experiences. Handle tools and materials with increasing control. | Clay/Playdough: Make models with a purpose and with increasing skill (e.g. shaping, moulding or combining pieces) For instance, with a systematic approach - begin with a body, add a head, legs and a tail to make a dog. <br> Loose Parts: Make imaginative structures, using tools with control. Explore a wide range of materials, making simple forms and applying simple decorative features where wanted. |
| Collage: Offer a variety of: a materials e.g. recycled textured materials, weaving materials, natural resources (leaves, shells, pebbles), 口 tools e.g. zig-zag scissors o experiences e.g. light box |  |  |  |
| Termly Objectives Breakdown Reception | Explore different contrasting textures e.g. rough, smooth. Use techniques (e.g. folding, crunching, tearing and cutting) to create different effect. | Use tools and materials effectively to explore shape, pattern and form to make pictures and other collage. Make repeating and irregular patterns. | Independently assemble different pieces to create a picture or pattern. Use imagination / observation, building on their previous learning, to represent their ideas. |

KS1/2

|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| El values | Be respectful | Be understanding | Be compassionate | Be responsible | Be patient | Be positive |


| Whole School Theme | Diversity | Values \& Perceptions | Social Justice | Sustainable Development | Interdependence | Aspirations |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Year 1 | D\&T Cooking and Nutrition | DRAWING <br> Half portraits, using line to create shape and consider colour for purpose. <br> Lesley Martyn | COLLAGE <br> Animal collages introducing basic collage techniques using paper, card and tissue paper. <br> Megan Coyle | D\&T Structures | PAINTING <br> Inspired by ‘Sunflower’ children accurately mix primary colours to make secondary colours and use different brush sizes and strokes to achieve a planned effect. <br> Van Gogh | D\&T Mechanisms |
| Year 2 | DRAWING <br> Inspired by RL's pop art work, children will draw their self portraits using stippling and cross-hatching and bold colours to represent their beauty. <br> Roy Lichtenstein | D\&T Mechanisms | D\&T Cooking and Nutrition | 3D Sculpture <br> Inspired by TM 's foil sculpture, chn manipulate foil into a plant or flower. <br> Toshihiko Mistuya / Georgia O'Keeffe | D\&T Textiles | PRINTING <br> Inspired by Seurat and Tcega chn create seaside monoprints with pointillism detail. <br> Jan Tcega \& George Pierre Seurat |
| Year 3 | DRAWING <br> Chn explore positive and negative space, and use charcoal to explore tone <br> John Singer | D\&T Cooking and Nutrition | PAINTING <br> Chn explore complementary colours and develop paint scales using tints and shades <br> Monet | D\&T Mechanical Systems | COLLAGE <br> Chn select and arrange materials for striking effect. Ensure work is precise. Use fabrics to create mosaic like collage. <br> Stella McCartney/Susan Shrenk | D\&T Shell Structures |
| Year 4 | DRAWING <br> Chn experiment with proportion and use tone to create depth in their portraits <br> Mary Cassett <br> Oil Pastel Portraits | D\&T Cooking and Nutrition | D\&T Electrical Systems | 3D SCULPTURE <br> Chn mould, roll and join clay using a clay slip inspired by roman and greek pottery <br> Ancient Greek/Roman Clay Pottery | PRINTING <br> Chn make printing blocks using string and can make precise repeating patterns. <br> Relief Printing Andy Lovell | D\&T Textiles |
| Year 5 | DRAWING | D\&T Mechanical Systems | D\&T Textiles | PAINTING | 3D SCULPTURE | D\&T Food - Celebrating |


|  | Chn looks closely at the eye to create detailed eye portraits. They use scale and proportion more accurately and apply the effects of light. <br> Jose Vergara |  |  | Chn explores tetriatry and harmonious colours. They work in a sustained way to develop their own style of painting. <br> Frida Kahlo | Chn transforms their 2D ideas into 3D structures. They shape, form and model malleable and rigid recycled materials. <br> Richterova | seasonality |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Year 6 | D\&T Food - Celebrating Culture | DRAWING <br> Chn merge their imagination and reality in their multimedia portraits, making sensible choices on the shading techniques they use. | PRINTING <br> Chn will create press printing blocks by removing sections. Chn will build up layers of colour and create an accurate pattern showing fine detail. <br> Yasmin Kathrada | D\&T Electrical Systems | D\&T Structures | COLLAGE <br> Chn create their own mood board using mixed media. Chn express themselves through collage. <br> Mixed Media |

## EYFS STATUTORY FRAMEWORK

## EYFS Statutory Educational Programme:

Expressive arts and design: The development of children's artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe.

## Early Learning Goals:

## Creating with Materials

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function
- Share their creations, explaining the process they have used

Fine Motor Skills

- Use a range of small tools, including scissors, paint brushes and cutlery
- Begin to show accuracy and care when drawing.


## Development Matters Objectives (Non statutory)

- Create closed shapes with continuous lines and begin to use these shapes to represent objects.
- Draw with increasing complexity and detail, such as representing a face with a circle and including details.
- Use drawing to represent ideas like movement or loud noises
- Explore colour and colour mixing
- Show different emotions in their drawings - happiness, sadness, fear, etc.
- Explore, use and refine a variety of artistic effects to express their ideas and feelings.
- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively, sharing ideas, resources and skills.

