



Art and Design Medium Term Plan

OUR CORE VALUES

We want all of our children to BE...

Resilient

Respectful

Resourceful

Responsible

Risk-taking

INTENT

At Oaklands, our Art and Design scheme of work aims to inspire pupils and develop their confidence to experiment and invent their own works of art. Our lesson plans and resources allow opportunity for children to develop their ability, nurture their talent and interests, express their ideas and thoughts about the world, as well as learning about the rich heritage and culture of the British Isles and beyond. Using Kapow as a framework, the Art and Design subject leader designed a bespoke curriculum that is suited to the teaching and learning at Oaklands. The curriculum supports pupils to meet the National curriculum end of key stage attainment targets.

Reception						
Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 1 Drawing: Marvellous marks	To explore making marks with wax crayons.	To explore making marks with felt tips.	To explore making marks with chalk.	To explore mark making using pencils.	To create a simple observational drawing.	To express my self-image through art.
Spring 1 Painting and mixed media: Paint my world	To explore paint through finger painting.	To create natural paintbrushes using found objects.	To respond to music through the medium of paint.	To make collages using mixed media.	To create landscape collages inspired by the work of Megan Coyle	To experiment with colour, design and painting techniques.
Summer 1 Sculpture and 3D: Creation station	To explore clay and its properties.	To explore playdough and its properties.	To create natural 3D landscape pictures using found objects.	To create a design for a 3D animal sculpture.	To begin making a 3D clay sculpture.	To make a 3D clay sculpture

Year 1						
Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 1 Drawing: Make your mark	To know how to create different types of lines.	To apply knowledge of colour mixing when painting.	To draw with different media.	To develop an understanding of mark making.	To apply an understanding of drawing materials and mark making to draw from observation.	To evaluate the impact of a piece of art
Spring 1 Painting and mixed media: Colour splash	To investigate how to mix secondary colours.	To use a template to create my design.	To explore colour when printing.	To experiment with paint mixing to make a range of secondary colours.	To apply my painting skills when working in the style of an artist.	To evaluate the impact of a piece of art
Summer 1 Sculpture and 3D: Paper play	To roll paper to make 3D structures.	To shape paper to make a 3D drawing.	To apply paper-shaping skills to make an imaginative sculpture.	To work collaboratively to plan and create a sculpture.	To work collaboratively to plan and create a sculpture.	To apply painting skills when working in 3D.

Year 2						
Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 1 Drawing: Tell a story	To develop a range of mark making techniques.	To explore and experiment with mark-making to create textures.	To develop observational drawing.	To understand how to apply expressions to illustrate a character.	To develop illustrations to tell a story.	To evaluate the impact of a piece of art.
Spring 1 Painting and mixed media: Life in colour	To develop knowledge of colour mixing.	To know how texture can be created with paint.	To use paint to explore texture and pattern.	To compose a collage, choosing and arranging materials for effect.	To compose a collage, choosing and arranging materials for effect.	To evaluate the impact of a piece of art.
Summer 1 Digital Photography	To use a digital device to take a photograph	To make compositional choices when taking a photograph	To describe how a photograph meets an artistic need	To explore the effect that light has on a photo	To use tools to change an image	To evaluate the impact of a piece of art

Year 3						
Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 1 Painting and mixed media: Prehistoric Art	To explore what prehistoric manmade art is.	To develop understanding of tone and texture.	To experiment with the pigments in natural products to make different colours.	To select and apply a range of painting techniques.	To collaborate in small or large groups to create a joint piece of artwork.	To collaborate in small or large groups to create a joint piece of artwork.
Spring 1 Drawing: Growing artists	To recognise how artists use shape in drawing.	To understand how to create tone in drawing by shading.	To understand how texture can be created and used to make art.	To apply observational drawing skills to create detailed studies.	To explore composition and scale to create abstract drawings.	To evaluate the impact of a piece of art
Summer 1 Sculpture and 3D: Abstract shape and space	To join 2D shapes to make 3D structures.	To join materials in different ways when working in 3D.	To develop ideas for 3D artwork.	To apply knowledge of sculpture when working in 3D.	To apply knowledge of sculpture when working in 3D.	To evaluate and improve an artwork.

Year 4						
Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 1 Craft and design: Ancient Egyptian scrolls	To investigate the style, pattern and characteristics of Ancient Egyptian art.	To apply design skills inspired by the style of an ancient civilisation.	To apply understanding of ancient techniques to construct a new material.	To apply drawing and painting skills in the style of an ancient civilisation.	To apply an understanding of Egyptian art to develop a contemporary response.	To evaluate the impact of a piece of art
Summer 1 Painting & mixed media: Light and dark	To understand how to darken or lighten a colour when mixing paint.	To use tints and shades to give a three-dimensional effect when painting.	To explore how paint can create very different effects.	To consider proportion and composition when planning a still life painting.	To apply knowledge of colour mixing and painting techniques to create a finished piece.	To evaluate the impact of a piece of art
Spring 1 Drawing: Power prints	To draw using tone to create a 3D effect.	To explore proportion and tone when drawing.	To plan a composition for a mixed-media drawing.	To use shading techniques to create pattern and contrast.	To work collaboratively to develop drawings into prints.	To evaluate the impact of a piece of art

Year 5						
Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 1 Drawing: I need space	To explore the purpose and effect of imagery.	To understand and explore decision making in creative processes.	To develop drawn ideas through printmaking.	To test and develop ideas using sketchbooks.	To apply an understanding of drawing processes to revisit and improve ideas	To evaluate the impact of a piece of art
Spring 1 Painting and mixed media: Portraits	To explore how a drawing can be developed.	To combine materials for effect.	To identify the features of self-portraits.	To develop ideas towards an outcome by experimenting with materials and techniques.	To apply knowledge and skills to create a mixed media self-portrait.	To apply knowledge and skills to create a mixed media self-portrait.
Summer 1 Craft and design: Architecture	To apply observational drawing skills to interpret forms accurately.	To apply composition skills to develop a drawing into print.	To apply an understanding of architecture to design a building.	To transform the look of a building in the style of a famous artist.	To design a building in an architectural style	To evaluate the design of a monument.

Year 6						
Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 1 Drawing: Make my voice heard	To develop understanding of graffiti art.	To demonstrate understanding about Käthe Kollwitz inspiration	To apply knowledge to create an impactful piece of art.	To apply knowledge to create an impactful piece of art.	To explore the effectiveness of using alternative mediums.	To evaluate the impact of a piece of art.
Spring 1 Painting & mixed media: Artist study	To understand how to analyse a famous painting.	To understand how to find meaning in painting.	To apply interpretation skills to analyse and respond to an abstract painting	To understand how art can tell stories or portray messages.	To develop starting points for creative outcomes.	To demonstrate an understanding of painting techniques to make personal choices.
Summer 1 Craft and design: Photo opportunity	To develop understanding of using secondary source photography	To consider the impact of using text and image together in a piece of art.	To understand abstract art through photography.	To develop a self-portrait from a photograph	To replicate the mood and expression of a painting through photography.	To evaluate the use of photography in art.