



Springhill Catholic Primary School
Yearly Overview
Art



	FOUNDATION	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
History of Art				Realism	Impressionism	Expressionism	Surrealism and Abstract
Colour	<ul style="list-style-type: none"> -Name colours -Use primary colours -choose colours to match what is seen 	<ul style="list-style-type: none"> -Secondary colours -make brown -oil pastels wax resist 	<ul style="list-style-type: none"> -hues -black, white and grey -colours for emotions 	<ul style="list-style-type: none"> -Warm/cool colours and tints - Colour to imitate artist - Colours in still life 	<ul style="list-style-type: none"> -Complimentary colours -shades -flesh colours -Mix flesh colours 	<ul style="list-style-type: none"> -Tones -Value -Cool colours for emotion -Colour intensity 	<ul style="list-style-type: none"> -Tertiary colours -Explore texture of paint -Emotion through colour
Drawing	<ul style="list-style-type: none"> - 1 grade of pencil. -Investigate lines -Draw body parts in the correct place -Observe simple objects -Experimental drawing 	<ul style="list-style-type: none"> -soft and hard pastels -2 grades of pencil. -Lines of different shape and thickness -Proportion of the body -Observation of artist's work 	<ul style="list-style-type: none"> -Mark making loose and controlled - 3 grades of pencil -Tone -Body in different directions -landscapes -Use viewfinder 	<ul style="list-style-type: none"> - pens - 4 grades of pencil (shade/tone) -Implied texture -smudging and contour for face -proportion of face - positive and negative space -still life composition 	<ul style="list-style-type: none"> -Gesture drawing -Blending colouring pencils and darkening -highlights and shadows -hatching and cross hatching -texture/ proportion hands -scale and proportion -grid method 	<ul style="list-style-type: none"> -Chalk to create tone -circulism, stippling and scumbling for shading - darkest/lightest tones -shadows -facial expressions -reflections -one point perspective 	<ul style="list-style-type: none"> -lines for emotion -charcoal strokes and densities -Chiaroscuro technique -observe architecture -two-point perspective
Print	<ul style="list-style-type: none"> -Mono print (paintbrush) -Create marks in playdough -Shaving foam and paint brush 	<ul style="list-style-type: none"> -Create repeating patterns -Mono print with Q tips -Print onto different surfaces 	<ul style="list-style-type: none"> -Print with two contrasting colours - Styrofoam relief print -Create symmetry -Use a brayer 	<ul style="list-style-type: none"> -Discuss artist's work -pressing, rolling, stamping -relief (adding) -printing block -overlapping prints -mono print (carbon copy) 	<ul style="list-style-type: none"> - Create accurate print design -Print with 4 colours -impressionist prints -Relief printing (carving) 	<ul style="list-style-type: none"> -Combine prints -Accurate print design -Pictorial and patterned -range of colours -marbling -Lino print 	<ul style="list-style-type: none"> -Collograph -mono print (tissue) -overprint



Springhill Catholic Primary School
Yearly Overview
Art



Pattern	-Create simple patterns - different materials -Simple symmetry	- Repeating patterns - Make irregular patterns -Patterns in the world		-half drop patterns -Natural and man-made patterns	-Tessellation -overlapping	-Geometry -organic shapes	-comparing patterns of different artists -convey emotion
Texture	-Simple collages	-choosing materials -Sort according to properties	-Individual and group collages -Overlapping	-Montage	-Mosaic -Mood, feeling, movement	-Visual/tactile qualities	-Use found and constructed materials
Form	-Shape and model from observation and imagination -manipulate Playdoh	-Deconstruct and reconstruct -Invent ways for 2D to become 3D	-Cut simple shapes from card. -Join fabrics with glue - identify natural/man-made forms	-selecting appropriate adhesives -slabbing -joining techniques for clay -comparing own work and sculptors'	-manipulate clay into different forms - relief pattern	-Practise intricate patterns and textures -making frames	-malleability -Mod Roc and armature construct