Long Term Plan for Art and Design Nursery

Creativi		during continus provision and dire		•		-	I creative urges are seized by
Drawing (Continuous)	 <u>2 – 3 year olds</u> Start to draw marks intentionally. Express ideas and feelings through making marks with a variety of dratools and sometimes give a meaning to the marks made. 			Use dra begin toDraw w a circle	3 – 4 y wing tools to begin to cre o use these shapes to repr	rear olds ate closed resent obje and detail, e face.	such as representing a face with
Media	Collage	Painting	Tex	tiles	Printing		Sculpture
Key Learning	 2 - 3 year olds Use glue to stick a variety of items, material, paper, beads, sequins etc to create a collage. 3 - 4 year olds Choose materials from a selection to achieve desired effect in collage. Use collage materials to create a picture, actual or abstract. 	and other parts of the body as well as brushes and other tools.	Explore differ a variety texture in Turble 1	ear olds with a variety of texture to make	 2 - 3 year olds Enjoy printing with food, sponges etc. Learn to press and printing. 3 - 4 year olds Notice patterns with contrasts and be attriby patterns. Use various objects, to make patterns by printing. Be able to confident an item with paint to 	strong racted food etc	 2 - 3 year olds Use hands and fingers to shape and mould playdough. Squeeze, press and push the playdough to explore how it will move and shape. Experiment with clay. 4 year olds Explore a variety of materials (playdough, clay, foam, wet sand, moon sand etc) to stimulate interest in modelling. Begin to use tools to achieve a desired effect with modelling materials. Join different materials and explore different textures. Enjoy gluing natural and manmade materials together.

		Talk about the difference between colours and mix colours in an unplanned way to make new colours.			Make simple models which express their ideas.
Exploring Developing Evaluating (Continuous)	Talk about what they are drav	consider what they can do with differe ving, painting, making or creating. use and what colour they are going to d say whether they like it.	them or vTalk aboutBegin to to to use and	t what they like about their work and	their ideas about how to use aking or creating. erials, modelling pieces they want

Long Term Plan for Art and Design Reception

Creativit	Creativity is encouraged daily in Early Years during continus provision and directed activities. 'In the moment' planning is practised and therefore, all creative urges are seized by practitioners to encourage and develop creativity and teach specific further skills in all areas of Art and Design.							
Drawing (Continuous)	 Draw with a planned outcome. Add detail to drawings. Draw people with a head and body as well as legs, arms and detail on the face. Represent what they can see through drawing. Draw from their own imaginative ideas. Enjoy drawing from own desire to draw. Improve drawings from direction and advice from an adult. Explore a range of drawing materials e.g. range of pencils, pastels, charcoals, felt pens. 							
Media	Collage	Painting	Textiles	Printing	Sculpture			
Key Learning	 Cut, shape and use a variety of materials, paper and loose parts to create a collage. Use materials to create a planned effect. Talk about what they are doing and what they want their collage to look like. 	 Paint freely without a planned outcome. Use painting to represent ideas like movement or loud noises. Show different emotions in 	Enjoy choosing materials for colour and texture for collage pictures.	 Explore, use and refine a variety of artistic effects, including printing to express ideas. Print repeating patterns to produce an idea inspired by patterns observed or from own idea. 	 Manipulate malleable materials with hands and tools. Explore different materials freely, in order to develop their ideas about how to use them and what to make. Begin to construct independently using junk materials, gluing, cutting and using sellotape. 			

Exploring Developing Evaluating (Continuous)

- Explore, use, and refine a variety of artistic effects to express their ideas and feelings.
- Create collaboratively, sharing ideas, resources, and skills.
- Talk about what drawing tools, colours, materials, collage materials etc they are using and why.
- Work independently to create artwork in a variety of ways and review their work and alter it if desired.
- Look at artists work and good examples from their peers and talk about why it is good to support their own future work.

Long Term Plan for Art and Design Years 1 and Year 2

				2024-2025				
	Autumn			Spring			Summer	
Drawing (Continuous)	Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk Control the types of marks made with the range of media	ubbers, crayons, ps, charcoal, lines/marks from obse s, chalk Invent new line of marks made Draw on different surfa		d draw Observe and draw shapes from servations observations observations observations observations observations observations observations light/dark light		Tone e tone by drawing k lines, light/dark light/dark shapes Texture Investigate textures by describing, naming, rubbing, copying		
Media	Collage			Textiles			Painting	
Artist	st Wassily Kandinsky			Moira West		Vi	ncent Van Gogh	
Key Question	How do colours feel?		How can colours be hot and cold?			How would Vincent paint flowers?		
Key Learning	photocopies material, fab magazines etc. Arrange and glue mate backgrounds. Sort and group materials fo e.g. colour, texture. Fold, crumple, tear and overla Work on different scales. Colour	images from a variety of media e.g. copies material, fabric, crepe paper, ines etc. de and glue materials to different ounds. and group materials for different purposes lour, texture. rumple, tear and overlap papers. and different scales. and overlap papers. and colour create and colours appropriate for an and colours appropriate for		and sort fabrics and threads for colosize and shape. and modify threads and fabrics fringing, pulling threads, twisting, please fabric using scissors/snips. Thapes with glue or by stitching. The ecoration using beads, buttons, feating the ecoration and plaits for decoration. The with printing, dipping, fabric crayor use dyes i.e. onion skins, tea, coffee. The stress of the ecoration is the ecoration of the ecoration is the ecoration of the ecoration is the e	s, knotting, laiting. hers etc.	different brush s Mix and match o Work on differe Experiment with mixing media, so Name different of the colour lidentify primary and Mix primary shades of Mix secondary colour texture	colours to artefacts and objects. nt scales. n tools and techniques e.g. layering, crapping through. types of paint and their properties. secondary colours by name. and tones.	

National Curriculum Objectives	 make products. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Learn about the work of a range of artists, craft makers and designers, describing the differences products. Develop a wide range of using colour, pattern, space. Learn about the work of and designers, describing the differences 	of art and design techniques in texture, line, shape, form and a range of artists, craft makers ribing the differences and ferent practices and disciplines, rown work.	 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
Exploring Developing	Record and explore ideas from first hand observations.	•	s have done and say what they think and feel about it. lange in their current work or develop in future work.
Evaluating (Continuous)	Ask and answer questions about the starting points for their work.	, , , ,	
	Develop their ideas – try things out, change their minds.		
	Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.		

Long Term Plan for Art and Design Years 1 and Year 2

	2025-2026						
	Autumn			Spring			Summer
Drawing (Continuous)	Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk Control the types of marks made with the range of media Experiment with a variety of Lines and Marks Name, match and di lines/marks from observations Invent new lines Draw on different surfact a range of media		draw Observe and draw shapes from Investigate to observations observations observations observations observations observations objects occurrences with Invent new shapes		Tone te tone by drawing k lines, light/dark light/dark shapes	Texture Investigate textures by describing, naming, rubbing, copying	
Media	Printing			Painting			Sculpture
Artist	Artist Pablo Picasso			Paul Klee		Ва	irbara Hepworth
Key Question	Can you draw an animal w	n you draw an animal with just one line? How do you take			?	What	shape are the hills?
Key Learning	 Print with a range of hard and pen barrels, sponge. Make simple marks on rollers Take simple prints i.e. mono – Roll printing ink over found of e.g. plastic mesh, stencils. Build repeating patterns and renvironment. Create simple printing blocks Design more repetitive patter Colour Experiment with overprinting mot Texture Make rubbings to collect textures 	and printing palettes. printing. Djects to create patterns recognise pattern in the with press print. ns. ifs and colour.	Identify primary and secondary colours by name. Mix primary shades and tones. Mix secondary colours. Texture Create textured paint by adding sand, plaster.			ways including r Explore sculptur Manipulate mal pot, tile. Understand the and tools. Form Experiment with conatural and manmad Use simple 2-D shap Texture	Illeable materials in a variety of rolling and kneading. The with a range of malleable media. Ileable materials for a purpose, e.g. It is safety and basic care of materials constructing and joining recycled, the materials. The est ocreate a 3-D form. The of a malleable material e.g. build a

National Curriculum Objectives	 Use a range of materials creatively to design and make products. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. 	 share their ideas, expe Develop a wide range of using colour, pattern, space. Learn about the work makers and designers, similarities between 	and sculpture to develop and riences and imagination. of art and design techniques in texture, line, shape, form and k of a range of artists, craft describing the differences and different practices and g links to their own work.	 and share their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
Exploring Developing	Record and explore ideas from first hand ob	servations.		rs have done and say what they think and feel about it. hange in their current work or develop in future work.
Evaluating	Ask and answer questions about the starting poin	ts for their work.	identity what they might en	nange in their current work of develop in future work.
(Continuous)	Develop their ideas – try things out, change	their minds.		
	Explore the work of artists, craftspeople and d different times and cultures for differences an	=		

Long Term Plan for Art and Design Years 3 and Year 4

	2024-2025							
	Autumn			Spring			Summer	
Drawing (Continuous)	Experiment with ways in which surface detail can be added to drawings. Use journals to collect and record visual information from different sources. Draw for a sustained period of time at an appropriate level.	Lines and Mark Make marks and lines wide range of draw implements e.g. charco crayon, chalk pastels, p Experiment with dif grades of pencil and implements to create b marks.	with a wing al, pencil, pens etc. ferent	Form and Shape with a Experiment with different Experimenting grades of pencil and other grades of pencil, implements to draw different implements etc. forms and shapes. variations etc. Begin to show an awareness of Apply tone other objects having a third sim		Tone ent with different f pencil and other nents to achieve ations in tone. ne in a drawing in a imple way.	Texture Create textures with a wide range of drawing implements. Apply a simple use of pattern and texture in a drawing.	
Media	Collage		Painting			Textiles		
Artist	Henri Matis	se		LS Lowry		Isobel Moore		
Key Question	How can you paint wi	ith scissors?	,	What can you see in Lowry's paintir	ngs?	What are the co	olours of the Mediterranean?	
Key Learning	 Experiment with a range of contearing, overlapping and lay and represent textures. Use collage as a means of information and building a visual property. 	ering to create images f collecting ideas and	blocking in colour, washes, thickened paint creating textural effects.			weaving and sti effects. Match the tool of Develop skills in	stitching, cutting and joining.	

National Curriculum Objectives	 Create sketch books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]. Learn about great artists, architects and designers in history. 	 Create sketch books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]. Learn about great artists, architects and designers in history. 		 Create sketch books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]. Learn about great artists, architects and designers in history. 	
Exploring	Select and record from first hand observation,	experience and	Compare ideas, methods and approaches in their own and		
Developing	imagination, and explore ideas for differen	t purposes.	others' work an	d say what they think and feel about them.	
Evaluating (Continuous)	Question and make thoughtful observation and select ideas to use in the starting points and purposes of artists, cand designers working in different times and	heir work. raftspeople	describe	eir work according to their views and how they might develop it further. Annotate work in journal.	

Long Term Plan for Art and Design Years 3 and Year 4

	Autumn			Spring		Summer	
Drawing (Continuous)	· · · · · · · · · · · · · · · · · · ·		es with a awing oal, pencil, pens etc. ifferent dother	grades of pencil and other implements to draw different forms and shapes. Begin to show an awareness of objects having a third dimension. grades of implement wariat and simplements to draw different implements of simplements of a simplement wariat wariate.		Tone Experiment with different grades of pencil and other implements to achieve variations in tone. Apply tone in a drawing in a simple way. Texture Create textures with a range of drawing implements of pencil and other and texture in a drawing in a simple way.	
Media	lia Printing		Sculpture		Painting		
Artist	Orla Kiely		Giacometti/Gormley			Roger Hampson	
Key Question	Why is Orla Kiely known as th	e Queen of Prints?	How can you sculpt a shadow?			How did Rog	er Hampson see Tyldesley?
Key Learning	method. imagin Create repeating patterns. Join c Print with two colour overlays. extend Create mater		design and make models from obstraction. Iay adequately and construct a simulating and modelling other shapes. Es surface patterns and textures in its in	ple base for	blocking in concreating textura Work on a rang picture etc. Create different according to whe Colour	e of scales e.g. thin brush on small t effects and textures with paint at they need for the task. now which primary colours make blour language.	

National Curriculum Objectives	 Create sketch books to record their observations and use them to review and revisit ideas Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]. Learn about great artists, architects and designers in history. 	 Create sketch books to record their observations and use them to review and revisit ideas Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] Learn about great artists, architects and designers in history. 		 and use them to review and revisit ideas Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example,
Exploring Developing Evaluating (Continuous)	Select and record from first hand observation, imagination, and explore ideas for different of the starting points and select ideas to use in Explore the roles and purposes of artists, cra	nt purposes. ions about their work.	others' work and Adapt the	methods and approaches in their own and d say what they think and feel about them. eir work according to their views and how they might develop it further. Annotate work in journal.
	designers working in different times and			

Long Term Plan for Art and Design Years 5 and Year 6

		2024-2025	
	Autumn	Spring	Summer
Drawing (Continuous)	Work from a variety of sources including observation, photographs and digital images. Work in a sustained and independent way to create a detailed drawing. Develop close observation skills using a variety of view finders. Use a journal to collect and develop ideas. Identify artists who have worked in a similar way to their own work.	Lines, Marks, Tone, Form & Texture Use dry media to make different marks, lines, patterns and shapes within a drawing. Experiment with wet media to make different marks, lines, patterns, textures and shapes. Explore colour mixing and blending techniques with coloured pencils. Use different techniques for different purposes i.e. shading, hatching within their own work. Start to develop their own style using tonal contrast and mixed media.	Perspective and Composition Begin to use simple perspective in their work using a single focal point and horizon. Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. Show an awareness of how paintings are created ie. Composition.
Media	Collage	Painting	Textiles
Artist	Clare Youngs	Henri Rousseau	Viking Purse
Key Question	How can you collage an animal?	What are the colours of the rainforest?	How would a Viking carry their money?
Key Learning	 Add collage to a painted, printed or drawn background. Use a range of media to create collages. Use different techniques, colours and textures etc when designing and making pieces of work. Use collage as a means of extending work from initial ideas. 	 Develop a painting from a drawing. Carry out preliminary studies, trying out different media and materials and mixing appropriate colours. Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music. Colour Mix and match colours to create atmosphere and light effects Be able to identify and work with complementary and contrasting colours 	 Use fabrics to create 3D structures. Use different grades of threads and needles. Experiment with batik techniques. Experiment with a range of media to overlap and layer creating interesting colours and textures and effects.

National Curriculum Requirements	 and use them to review and revisit ideas Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] and use them to review and use them to review in techniques, including techniques, including sculpture with a range pencil, charcoal, painting pencil, charcoal, painting pencil, charcoal, painting pencil, charcoal, painting pencil 	tery of art and design g drawing, painting and e of materials [for example,] • Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example,]	
Exploring Developing	Record and explore ideas from first hand observations.	Review what they and others have done and say what they think and feel about it. Identify what they might change in their current work or develop in future work	
Evaluating (Continuous)	Ask and answer questions about the starting points for their work.		
	Develop their ideas – try things out, change their minds.		
	Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.		

Long Term Plan for Art and Design Years 5 and Year 6

2025-2026							
	Autumn	Spring	Summer				
Drawing (Continuous)	Work from a variety of sources including observation, photographs and digital images. Work in a sustained and independent way to create a detailed drawing. Develop close observation skills using a variety of view finders. Use a journal to collect and develop ideas. Identify artists who have worked in a similar way to their own work.	Lines, Marks, Tone, Form & Texture Use dry media to make different marks, lines, patterns and shapes within a drawing. Experiment with wet media to make different marks, lines, patterns, textures and shapes. Explore colour mixing and blending techniques with coloured pencils. Use different techniques for different purposes i.e. shading, hatching within their own work. Start to develop their own style using tonal contrast and mixed media.	Perspective and Composition Begin to use simple perspective in their work using a single focal point and horizon. Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. Show an awareness of how paintings are created ie. Composition.				
Media	Painting	Sculpture	Printing				
Artist	Claude Monet	Henry Moore	Andy Warhol				
Key Question	Why did Monet paint outside?	How was Henry Moore influenced by nature?	Who made Art pop?				
Key Learning	 Develop a painting from a drawing. Carry out preliminary studies, trying out different media and materials and mixing appropriate colours. Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music. Colour Mix and match colours to create atmosphere and light effects. Be able to identify and work with complementary and contrasting colours. 	 Shape, form, model and construct from observation or imagination Use recycled, natural and man-made materials to create sculptures Plan a sculpture through drawing and other preparatory work Develop skills in using clay inc. slabs, coils, slips, etc Produce intricate patterns and textures in a malleable media. 	 Create printing blocks by simplifying an initial journal idea Use relief or impressed method Create prints with three overlays Work into prints with a range of media e.g. pens, colour pens and paints. 				

National Curriculum Objectives	techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] Learn about great artists, architects and designers in history.	 and use them to revi Improve their maste including drawing, range of materials paint, clay] Learn about great are history. 	is to record their observations iew and revisit ideas ery of art and design techniques, painting and sculpture with a [for example, pencil, charcoal, tists, architects and designers in	 Create sketch books to record their observations and use them to review and revisit ideas Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] Learn about great artists, architects and designers in history.
Exploring	Record and explore ideas from first hand observations.		Review what they and others have done and say what they think and feel about it.	
Developing Evaluating (Continuous)	Ask and answer questions about the starting points for their work.		Identify what they might change in their current work or develop in future work.	
	Develop their ideas – try things out, change their minds.			
	Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.			