



Art Overview

	Autumn	Spring	Summer
Year 3	<p>Drawing Developing Drawing Skills</p> <p>Developing drawing skills through observation, shape and tone, the children practise drawing objects using simple shapes, building even tones with pencil and adding detail by closely observing pattern and texture. They apply these skills in imaginative plant drawings and explore how to recreate their ideas as digital artwork.</p>	<p>Painting and mixed media Prehistoric painting</p> <p>This unit explores prehistoric art, recreating the style of cave artists using charcoal and natural pigments. Pupils experiment with colour mixing, and creating large-scale artworks, enhancing both artistic skills and historical knowledge. Use this unit hub to inform your medium-term plan and to navigate to related resources.</p>	<p>Sculpture and 3D Abstract shape and space</p> <p>This unit focuses on teaching pupils how to transform 2D card shapes into three-dimensional structures and sculptures. Pupils explore abstract shapes and space, develop skills in constructing 3D objects, and understand the difference between 2D and 3D art. Use this unit hub to inform your medium-term plan and to navigate to related resources.</p>
Year 4	<p>Drawing Exploring tone, texture and proportion</p> <p>Exploring tone, texture and proportion to create realistic and expressive drawings, the children take inspiration from artists Sarah Graham, Nicola McBride and Beatriz Milhazes. Using sweets, wrappers and bold patterns as stimuli, the children develop skills in shading, mark-making and composition to produce detailed drawings with a strong sense of form and proportion.</p>	<p>Craft and Design Ancient Egyptian Scrolls</p> <p>This unit focuses on exploring and creating Ancient Egyptian art, guiding pupils in understanding and applying the styles, patterns, and techniques of Ancient Egyptian art through lessons that include designing scrolls, making paper, and creating contemporary responses using zines. Use this unit hub to inform your medium-term plan and to navigate to related resources.</p>	<p>Painting and Mixed Media Light and Dark</p> <p>Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques.</p>
Year 5	<p>Drawing Depth, emotion and movement</p> <p>Exploring how drawing can express emotion, movement and depth, the children take inspiration from artists Charlie Mackesy and Elizabeth Catlett. They use expressive lines and marks to convey feeling and energy, develop shading techniques to show depth and form and investigate composition through drawing and printmaking. This leads to a final piece that combines personal ideas with artist influence.</p>	<p>Painting and Mixed Media Portraits</p> <p>Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media.</p>	<p>Sculpture and 3D Interactive Installation</p> <p>Using inspiration of historical monuments and modern installations, children plan by researching and drawing, a sculpture to fit a design brief. They investigate scale, the display environment and possibilities for viewer interaction with their piece.</p>
Year 6	<p>Drawing Expressing Ideas</p> <p>Exploring how drawing can be used to express ideas and messages, the children take inspiration from a range of street art examples. They investigate how artists use perspective, scale and proportion to create impact, then develop these skills to design and create a street art-inspired final piece about sustainability and the environment.</p>	<p>Sculpture and 3D Making memories</p> <p>Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning.</p>	<p>Craft and Design Photo Opportunity</p> <p>Exploring photography as a medium for expressing ideas, pupils investigate scale and composition, colour and techniques for adapting finished images. They use digital media to design and create photographic imagery for a specific design brief.</p>