**Federation of Penny Acres and Wigley Primary Schools Art Long Term Map**

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| C:\Users\LGregory2\OneDrive\Documents\Desktop\Federation logo 7 (2).png | Year of cycle | Autumn | Spring | Summer |
| Year a of cycle  2022/2023 | | **Drawing and Collage – War Propaganda**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Using different tools and surfaces  - Developing use of collage  - Exploring composition  - Colour relationships (complementary, harmonious) - Scale and proportion | **Painting – Volcanoes**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Learn about great artists (Nick Rowland, Utagawa Hiroshige, Warhol)  - Using different paints, painting tools and surfaces  - Controlling line, shape and pressure with painting tools  - Creating textures with painting techniques  - Describing and exploring composition  - Colour mixing (tertiary colours, hues, value and intensity) | **Drawing – Greek God Portraits**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Learn about great artists (Kris Trappeniers, Mark Powell, Vince Low, Josh Bryan)  - Refining 2D natural shapes (facial features)  - Scale and proportion (facial features)  - Controlling line, shape and pressure (value) with drawing tools  - Shading techniques |
| Year b of cycle  2023/2024 | | **Drawing – Chocolate Wrappers**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Learn about great artists (Andy Warhol, Wayne Thiebaud, Roy Liechtenstein)  - Using different tools and surfaces  - Controlling line, shape and value to create form with drawing tools  - Perspective, scale, proportion and order  - Shading techniques | **3D Design – Clay Dragon Eyes**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Using different tools and surfaces  - Transferring 2D shape and texture to 3D form  - Moulding and joining techniques (slipping and scoring)  - Colour theory including mood  - Painting on a 3D surface | **Painting – Water**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Learn about great artists (Hokusai, Monet, Maggi Hambling, Van Gogh, Tarisse King)  - Using different paints, painting tools and surfaces  - Controlling line, shape and pressure with painting tools  - Creating textures with painting techniques  - Colour mixing (tertiary colours, hues, value and intensity)  - Describing and exploring composition |
| Year c of cycle  2024/2025 | | **Drawing and Collage – Mixed Media Pharaohs**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Learn about great artists (Teesha Moore)  - Using different tools and surfaces  - Developing use of collage  - Exploring composition  - Colour relationships (complementary, harmonious) - Scale and proportion  - Controlling line, shape and pressure (value) with drawing tools  - Shading techniques | **3D Design – Roman Amphora**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Using different tools and surfaces  - Transferring 2D shape and texture to 3D form  - Moulding and joining techniques (coiling)  - Creating pattern | **Painting – Plants and Flowers**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Learn about great artists (Georgia O’Keefe, Henri Rousseau)  - Using different paints, painting tools and surfaces  - Controlling line, shape and pressure with painting tools  - Creating textures with painting techniques  - Scale, order, proportion and perspective  - Describing and exploring composition  - Colour mixing (tertiary colours, hues, value and intensity) |
| Year d of cycle  2025/2026 | | **Painting – Street Art**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Learn about great artists (Banksy, Pete Mckee, Jan Vormann)  - Using different paints, painting tools and surfaces  - Controlling line, shape and pressure with painting tools  - Creating textures with painting techniques  - Colour mixing (tertiary colours, hues, value and intensity) | **3D Design** **– Aliens**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Learn about great artists (Yinka Shonibare)  - Using different tools and surfaces  - Transferring 2D shape and texture to 3D form  - Moulding and joining techniques (wrapping and slots)  - Creating Batik inspired patterns | **Drawing – Buildings**  - Generating ideas in sketchbooks  - Appraising own and others’ work  - Learn about great architects (Zaha Hadid, Tom Wright, Gaudi, Shigeru Ban, I.M Pei)  - Using different tools and surfaces  - Controlling line and shape to create form with drawing tools  - Perspective, including one-point perspective |