| Banister Primary School Art Long Term Plan | | | | | | |
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| YEAR R | Autumn 1 ALL ABOUT ME | Autumn 2 LET'S CELEBRATE | Spring 1 SUPERHEROES | Spring 2 GROWING! | Summer 1 AMAZING ANIMALS | Summer 2 FAIRY TALES |
| ART | How can we explore colour? Collaging with wax crayon rubbings | How can we explore materials and marks? Transforming objects | How can we explore 3D materials? Fruit and veg heads | What can we see? Still Life Compositions Inspired by Cezanne | How can we use our imaginations? Let's start withcollage | How can we build worlds? World in a match box |
| YEAR 1 | Autumn 1 FAIRY TALES WITH A TWIST | Autumn 2 LONDON'S BURNING | Spring 1 PIRATES AHOY! | Spring 2 FROM HERE TO ETERNITY | Summer 1 WHAT A WONDERFUL WORLD! | Summer 2 AMAZING ANIMALS |
| ART | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Drawing & Sketchbooks Spirals Using drawing, collage and mark-making to explore snail spirals. Introducing sketchbooks. Disciplines: Drawing, Collage, Sketchbooks | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Surface & Colour Exploring Watercolour Exploring watercolour and discovering we can use accidental marks to help us make art Disciplines: Painting (Watercolour) | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Working in Three Dimensions Making Birds Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2D to 3D to make a bird. Disciplines: Sculpture, Drawing, Collage |
| YEAR 2 | Autumn 1 STAND OUT ART | Autumn 2 TITANIC | Spring 1 TO INFINFITY AND BEYOND | Spring 2 WE'RE GOING ON AN ADVENTURE | Summer 1 WONDERLAND | Summer 2 JOURNEY |
| ART | Drawing & Sketchbooks Explore and draw | The Drawing Journey | Surface & Colour | The Drawing Journey | Working in Three Dimensions | The Drawing Journey |

| | Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills. Disciplines: Drawing, Sketchbooks, Collage | Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Exploring the world through mono-print Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership Disciplines: Printmaking (Mono Print), Drawing, Collage | Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Be an Architect Exploring architecture and creating architectural models Disciplines: Architecture, Drawing, Sketchbooks, Collage, Making | Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. |
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| YEAR 3 | Autumn 1 A HISTORY OF ABSOLUTELY EVERYTHING | Autumn 2 FESTIVALS OF LIGHT | Spring 1 HORRENDOUS HUMANS | Spring 2 MOUNTAINEERING FOR BEGINNERS | Summer 1 ROMANS | Summer 2 LET'S STICK TO THE NUTS AND BOLTS |
| ART | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Drawing &Sketchbooks Gestural Drawing with charcoal Making loose, gestural drawings with charcoal, and exploring drama and performance. Disciplines: Drawing, Sketchbooks | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Surface & Colour Working with Shape and Colour "Painting with Scissors": Collage and stencil in response to looking at artwork. Disciplines: Printmaking, Collage | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Working in Three Dimensions Making Animated Drawings Explore how to create simple moving drawings by making paper "puppets" and animate them using tablets. Disciplines: Drawing, Animation, Sketchbooks |
| YEAR 4 | Autumn 1 MID SUMMER NIGHT'S DREAM | Autumn 2 EGYPTIANS | Spring 1 JOURNEY TO THE RIVER AMAZON | Spring 2 JOURNEY TO THE RIVER AMAZON | Summer 1 NATURAL DISASTERS | Summer 2 THE VIKINGS |
| ART | Drawing & Sketchbooks Storytelling Through Drawing Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Working in Three Dimensions Sculpture, Structure, Inventiveness & Determination What can artists learn from nature? Disciplines: | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Exploring Still Life Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work. | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. |

| | retell poetry or prose through drawing. Disciplines: Drawing, Sketchbooks | | Drawing, Sketchbooks, Sculpture | | Discipline: Painting, Drawing, Collage, Sketchbooks, Relief | |
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| YEAR ! | Autumn 1 IT'S ALL GREEK TO ME | Autumn 2 IT'S ALL GREEK TO ME | Spring 1 EARTH AND BEYOND | Spring 2 EARTH AND BEYOND | Summer 1 MAYAN ADVENTURES | Summer 2 MAYAN ADVENTURES |
| ART | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Drawing & Sketchbooks Typography and maps Exploring how to create typography through drawing and design, and use our skills to create personal and highly visual maps. Disciplines: Design: Typography, Drawing, Collage, Sketchbooks | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Surface & Colour Mixed Media Land and city scapes Explore how artists use a variety of media to capture spirit of the planet Disciplines: Painting, Drawing, Sketchbooks. | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Working in Three Dimensions Set Design Explore creating a model set for theatre or animation inspired by poetry, prose, film or music Disciplines: Set Design, Making, Drawing, Sketchbooks |
| YEAR 6 | Autumn 1 THE TEMPEST | Autumn 2 EBENEZER SCROOGE | Spring 1 WORLD WAR 2 | Spring 2 WORLD WAR 2 | Summer 1 LONDON | Summer 2 LONDON |
| ART | Drawing & Sketchbooks 2D Drawing to 3D Making Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome. Disciplines: Drawing, Sculpture, Graphic Design, Collage, Sketchbooks | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Surface & Colour Exploring Identity Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait. Disciplines: Collage, Drawing, Sketchbooks | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. | Working in Three Dimensions Brave Colour Exploring how artists use light, form and colour to create immersive environments. Disciplines: Installation Art, Sketchbooks | The Drawing Journey Minimum of 2 x 10 minutes a week to help ensure the continuation of sketchbook and drawing skill development. |