



Art Overview

YEAR: 1

	Unit Title	National Curriculum Coverage		Cultural Capital /Significant Artists	End of unit outcomes
		NC link	Media		
Autumn	3D Art/Sculpture	Use a range of materials to create and design products.	Junk modelling local buildings with a specific focus on collage <ul style="list-style-type: none"> • Make structures by joining simple objects together. • Cut, glue and trim material to create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines. • Sort, cut and shape fabrics and experiment with ways of joining them. 	Mini bus tour of local buildings	Create a 3d sculpture of a chosen local building.
Spring	Drawing	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To 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	Self portraits <ul style="list-style-type: none"> • Use artwork to record ideas, observations and experiences. • Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines. 	Roy Lichtenstien	Create a self - portrait and use skills to shade/colour.
Summer	Paint	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	<ul style="list-style-type: none"> • Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines. • Make marks in print using found objects and basic tools and use these to create repeating patterns. • Explore mark-making using a variety of tools. 	Turner/O'Keefe	Sketch, colour mix (exploring hot/cold colours) their own house, using black pens for definition.

