

# Art Overview 2024-2025

Making loose, gestural drawings with charcoal, and exploring drama and performance. Children will be developing an understanding that when we draw we can use light to make our subject matter more dramatic.

Explore how the way we display our work can affect the way it is seen. To discover and question the role of the "plinth" in sculpture and how other artists use the idea of 'plinth' to present what they make.

Children will develop their skills of observational drawings from Spring 1 using the natural environment. They will also apply and refine the drawing and painting skills they have learnt from earlier in the year, using line, colour and shape to draw the natural environment.

Explore how artists create sequenced drawings to share and tell stories That we can use line, shape, colour and composition to develop evocative and characterful imagery.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	<i>Gestural Drawing with Charcoal</i>		<i>Fruit Clay Tiles</i>		<i>Natural Art: 3D Visuals- Drawing and Making Flowers</i>	
Year 4	<i>Story Telling Through Drawing</i>		<i>Wax Resistant with Coloured Ink</i>		<i>The Art of Display: Pocket Gallery</i>	
Year 5	<i>Typography and Maps</i>		<i>Mixed Media Land and City Scapes</i>		<i>Architecture: Dream Big or Small?</i>	
Year 6	<i>2D Drawing to 3D Making (Graphic Design)</i>		<i>Exploring Identity (Portraits)</i>		<i>Wave Bowls</i>	

Children will be able to explore how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.

Analyse how 2D drawings can be transformed to 3D objects. Creating a graphic design outcome.

Explore how artists use a variety of media to capture spirit of the place. To understand that as artists we are able to experiment with materials, combining them to see what happens. We can feel free and safe to take creative risks, without fear of getting things "wrong".

Developing 3D skills through the development of dexterity.

