

Bicton CE Primary School
Art Rolling Programme
September 2024 Onwards

Year A (2024 – 2025)

	Autumn Term Drawing and Sketchbooks	Spring Term Surface and Colour	Summer Term Working in Three Dimensions	Non-Art half term
Years R & 1	<u>Explore & Draw</u> Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.	<u>Exploring the World Through Mono Print</u> Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership.	<u>Be An Architect</u> Exploring architecture and creating architectural models.	<u>The Drawing Journey</u> One line street scene Finger palette portraits Drawing small
Years 2 & 3	<u>Gestural Drawing with Charcoal</u> Making loose, gestural drawings with charcoal, and exploring drama and performance.	<u>Expressive painting</u> Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark-making to create abstract still lifes.	<u>Stick Transformation</u> Explore how you can transform a familiar object into new and fun forms.	<u>The Drawing Journey</u> Explore 3D drawing with lego Backwards forwards drawing Drawing speed
Years 3 & 4	<u>Storytelling Through Drawing</u> Explore how artists create sequenced drawings to share and tell stories. Create accordian books or comic strips to retell poetry or prose through drawing.	<u>Exploring Still Life</u> Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.	<u>Sculpture, Structure, Inventiveness & Determination</u> What can artists learn from nature?	<u>The Drawing Journey</u> Drawing out of your comfort zones Layered colour gestural drawing Navigate space to scale up
Years 5 & 6	<u>2D Drawing to 3D Making</u> Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	<u>Exploring Identity</u> Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait.	<u>Take a Seat</u> Explore how craftspeople and designers bring personality to their work.	<u>The Drawing Journey</u> Ink drawings Pastels to capture texture Drawing with sticks

Year B (2025 – 2026)

	Autumn Term Drawing and Sketchbooks	Spring Term Surface and Colour	Summer Term Working in Three Dimensions	Non-Art half term
Years R & 1	<u>Spirals</u> Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.	<u>Exploring watercolour</u> Exploring watercolour and discovering we can use accidental marks to help us make art.	<u>Making Birds</u> Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.	<u>The Drawing Journey</u> Help children draw larger Feely drawings Mark making and sound
Years 2 & 3	<u>An Exploration of Coal Mining</u> Exploring how to create atmospheric marks using charcoal and use their own drawings as collage material when constructing a model.	<u>Inspired by Flora & Fauna</u> Exploring how artists make art inspired by flora and fauna. Make collages of MiniBeasts and display as a shared artwork.	<u>Playful Making</u> Exploring materials and intention through a playful approach.	<u>The Drawing Journey</u> Look up not down portraits Drawing with a ruler Thoughtful drawing
Years 3 & 4	<u>Drawing and Making Inspired by Illustrators</u> An opportunity to be inspired by the mark making and visual story telling of illustrators,	<u>Cloth, Thread, Paint</u> Explore how artists combine media to create work in response to landscape. Use acrylic	<u>Making Animated Drawings</u>	<u>The Drawing Journey</u> Drawing clouds & mark making Metronome drawing

	and to feel enabled to make their own creative response in both two and three dimensions.	and thread to make a painted and stitched piece.	Explore how to create simple moving drawings by making paper “puppets” and animate them using tablets.	Simple perspective
Years 5 & 6	<p><u>Typography & Maps</u></p> <p>Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.</p>	<p><u>Fashion Design</u></p> <p>Explore contemporary fashion designers and create your own 2d or 3d fashion design working to a brief.</p>	<p><u>Set Design</u></p> <p>Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.</p>	<p><u>The Drawing Journey</u></p> <p>Analogue drawing</p> <p>Drawing with your feet</p> <p>Deconstructing to help you see</p>