

TWO YEAR ROLLING PROGRAMME CYCLE A & C 2022-23, 2024-25						
Year group/ Term	1	2	3	4	5	6
EYFS 1 & 2	Drawing: Make your mark 1. To know how to create different types of lines 2. To explore line and mark making to draw water 3. To draw with different media 4. To develop an understanding of mark making 5. To apply an understanding of drawing materials and mark making to draw from observation 6. To evaluate your drawing and self-assess		Craft and design: Woven wonders 1. To know that art can be made in different ways 2. To choose, measure, arrange and fix materials 3. To explore plaiting, threading and knotting techniques 4. To learn how to weave 5. To combine techniques in a woven artwork 6. To evaluate and self-assess		Drawing: Tell a story 1. To develop a range of mark making techniques 2. To explore and experiment with mark-making to create textures 3. To develop observational drawing 4. To understand how to apply expressions to illustrate a character 5. To develop illustrations to tell a story 6. To evaluate your drawing and self-assess	
KS2 - Cycle A 2022-23	Drawing: Growing artists 1. To recognise how artists use shape in drawing 2. To understand how to create tone in drawing by shading 3. To understand how texture can be created and used to make art 4. To apply observational drawing skills to create detailed studies 5. To explore composition and scale to create abstract drawings 6. To evaluate your drawing and self-assess		Craft and design: Fabric of nature 1. To understand starting points in a design process 2. To explore magnification and mark making to develop new imagery 3. To explore using a textile technique to develop patterns 4. To learn how to create a repeating pattern 5. To understand how art is made for different purposes 6. To evaluate and self-assess		Drawing: Power prints 1. To draw using tone and to create a 3D effect 2. To explore proportion and tone when drawing 3. To plan a composition for a mixed-media drawing 4. To use shading techniques to create a pattern and contrast 5. To work collaboratively to develop drawings into prints 6. To evaluate your drawing and self-assess	
KS2 - Cycle C 2024-25	Craft and design: Architecture 1. To apply observational drawing skills to interpret forms accurately 2. To apply composition skills to develop a drawing into print 3. To apply an understanding of architecture to design a building 4. To extend design ideas through research and sketchbook use 5. To explore and evaluate the intention of a design 6. To evaluate and self-assess		Drawing: I need space! 1. To explore the purpose and effect of imagery 2. To understand and explore decision making in creative processes 3. To develop drawn ideas through printmaking 4. To test and develop ideas using sketchbooks 5. To apply an understanding of drawing processes to revisit and improve ideas 6. To evaluate your drawing and self-assess		Drawing: Make my voice heard 1. To explore expressive drawing techniques 2. To consider how symbolism in art can convey meaning 3. To apply understanding of the drawing technique chiaroscuro 4. To evaluate the context and intention of street art 5. To apply an understanding of impact and effect to create a powerful image 6. To evaluate your drawing and self-assess	

TWO YEAR ROLLING PROGRAMME CYCLE B & D 2023-24, 2025-26						
Year group/ Term	1	2	3	4	5	6
EYFS 1 & 2	Painting & mixed media: Colour splash 1. To investigate how to mix secondary colours 2. To apply knowledge of colour mixing when painting 3. To explore colour when printing 4. To experiment with paint mixing to make a range of secondary colours 5. To apply their painting skills when working in the style of an artist 6. To evaluate your painting and self-assess		Sculpture & 3D: Clay houses 1. To use my hands as a tool to shape clay 2. To shape a pinch pot and join clay shapes as decoration 3. To use impressing and joining techniques to decorate a clay tile 4. To use drawing to plan the features of a 3D model 5. To make a 3D clay tile from a drawn design		Painting & mixed media: Life in colour 1. To recap prior learning (in colour splash) 2. To develop knowledge of colour mixing 3. To know how texture can be created with paint 4. To use paint to explore texture and pattern 5. To compose a collage, choosing and arranging materials for effect 6. To improve artwork 7. To evaluate your painting and self-assess	
KS2 - Cycle B 2023-24	Painting & mixed media: Prehistoric painting 1. To apply an understanding of prehistoric man-made art 2. To understand and use scale to enlarge drawings in different medium 3. To explore how natural products produce pigments to make different colours 4. To select and apply a range of painting techniques 5. To apply painting skills when creating a collaborative artwork 6. To evaluate your painting and self-assess		Sculpture & 3D: Mega materials 1. To develop ideas for 3D work through drawing and visualisation in 2D 2. To use more complex techniques to shape materials 3. To explore how shapes can be formed and joined in wire 4. To consider the effect of how sculpture is displayed 5. To choose and join a variety of materials to make sculpture		Painting & mixed media: Light & dark 1. To investigate different ways of applying paint 2. (Lesson 1 cont.) To mix tints and shades of a colour 3. To use tints and shades to give a 3D effect when painting 4. To explore how paint can create different effects 5. To consider proportion and composition when planning a still-life painting 6. To apply their knowledge of colour mixing and painting techniques to create a finished piece 7. To evaluate your painting and self-assess	
KS2 - Cycle D 2025-26	Painting & mixed media: Portraits 1. To explore how a drawing can be developed 2. To combine materials for effect 3. To identify the features of self-portraits 4. To develop ideas towards and outcome by experimenting with materials and techniques 5. To apply knowledge and skills to create a mixed media self-portrait 6. To evaluate your painting and self-assess		Sculpture & 3D: Interactive Installation 1. To identify and compare features of art installations 2. To investigate the effect of space and scale when creating 3D art 3. To problem-solve when constructing 3D artworks 4. To plan an installation that communicates an idea 5. To apply their knowledge of installation art and develop ideas into a finished piece		Painting & mixed media: Artist study 1. To understand how to analyse a famous painting 2. To understand how to find meaning in a painting 3. To apply drama techniques to explore the meaning of a painting 4. To apply interpretation skills to analyse and respond to an abstract painting 5. To understand how art can tell stories or portray messages 6. To develop starting points for creative outcomes 7. To demonstrate an understanding of painting techniques to make personal choices	



Aylburton and English Bicknor C of E V.C. Primary Schools Art and Design Rolling Programme

