Craft and Design (Fabric and Fauna)
Using flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric.

## Sculpture/3-D (Mega materials)

Exploring the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp and creating their own sculptures.

## Drawing (Power Prints)

Using everyday electrical items as a starting point, pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.

## Painting and Mixed Media (Light and

 Dark)Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques.

Sculpture/3-D (Clay Houses) Developing their ability to work with clay, children learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay.

Reception: Develop overall body-strength, balance and coordination.
Develop their smallmotor skills so that they can use a range of tools competently, safely and confidently.
Create collaboratively,
sharing ideas, resources and skills.
Independently creates recognisable images of themselves and their families.
Mix primary colours with independence and begin to use them for a purpose.

Reception: Hold a pencil effectively - using the tripod grip in almost all cases. Safely use and explorea variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
Return to and build on their previous leaming, refining ideas and developing their ability to represent them.

Reception: Use and compare a range of small tools, andtechniques.
Share their creations, explaining the process they have used and why.
Explore, use and refine a variety of artistic effects to express their ideas and feelings.

## Drawing (Tell a story)

Using storybook illustration as a stimulus, children develop their mark making skills to explore a wider range of tools and experiment with creating patterned surfaces to add texture and detail to drawings.

Painting and Mixed Media (Life in Colour) Taking inspiration from the collage work of artist Romare Bearden, children consolidate their knowledge of colour mixing and create textures in paint using different tools. They create their own painted paper in the style of Bearden and use it in a collage, linked to a theme suited to their topic or classwork

## Craft and Design (Map it out)

Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. They learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas, choosing the best to meet the brief.

