

# LONG TERM PLAN – Expressive Art & Design (EYFS) ART & DESIGN (KSI & 2)



## Long Term Overview – Year A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Early Years Learning and Development Requirements</p> <p>Expressive Arts &amp; Design Creating with Materials</p> <p>Nursery / Reception</p>	<p>Elements <b>more</b> related to DT from Creating with Materials (EY) strand</p> <p>See Design Technology Medium Term Plan</p>	<p><b>Nursery - NI / N2</b> DM – 3 /4 Year Olds Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Draw with increasing complexity and detail such as representing a face with a circle including details. Show different emotions in their drawings and paintings. DM – <b>Reception</b> Explore and use a variety of artistic effects to express their ideas/feelings.</p>	<p>Elements <b>more</b> related to DT from Creating with Materials (EY) strand</p> <p>See Design Technology Medium Term Plan</p>	<p><b>Nursery - NI / N2</b> DM – 3 /4 Year Olds Develop their own ideas and then decide which materials to use to express them. Use drawing to represent ideas like movement or loud noises. DM – <b>Reception</b> Safely use and explore a variety of materials, tools and techniques, Share their creations, explain the process used. Work collaboratively</p>	<p>Elements <b>more</b> related to DT from Creating with Materials (EY) strand</p> <p>See Design Technology Medium Term Plan</p>	<p><b>Nursery NI/ N2</b> DM – 3 /4 Year Olds Explore colour and colour mixing. DM – <b>Reception</b> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design and texture. Share their creations, explaining the process they have used To refine their creations</p>
Year 1/2	<p><b>Self-Portraits This is Me</b> Exploring famous portrait artists and their work, describing the differences between them. Exploring how objects convey meanings in portraits and using special objects to create portraits of themselves. Learning different techniques for mark making when sketching portraits / Using mirrors and careful observation to create a self portrait / Exploring the use of colour in portraits that express certain moods and feelings.</p>	<b>Design Technology Focus</b>	<p><b>Andy Goldsworthy</b> Children will be introduced to the work of Andy Goldsworthy. Explore different materials and make their own works of art and pathways using natural materials. use..Children will learn about Andy Goldsworthy using curves, circles and spirals in his works of art. Recreate some of the works of art either through collage or paint and pastels.</p>	<b>Design Technology Focus</b>	<p><b>Can buildings speak</b> They will explore shapes textures and patterns within buildings and find out about what these features say about what kind of building it is as well as different architects work which they compare. The end focus of this module is creating a model of a famous building from recycled materials, including one or more aspects of buildings they will have studied.</p>	<b>Design Technology Focus</b>
Year 3/4	<p><b>Prehistoric Art</b> Exploring Prehistoric Art inspired by life in the Stone Age. Practical: Drawing, painting and sculpture.</p>	<b>Design Technology Focus</b>	<p><b>Vincent van Gogh</b> Exploring the life and artwork of Vincent Van Gogh. Drawing, painting and sketching.</p>	<b>Design Technology Focus</b>	<p><b>The Romans</b> Exploring and recreating art inspired by the Romans. Painting, sculpture and collage.</p>	<b>Design Technology Focus</b>

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	Exploring and recreating cave art from the stone ages. Experimenting with different techniques; sculpture, painting and drawing.		Exploring the life and work of the famous artist Vincent van Gogh. Recreating famous images whilst experimenting, reviewing /revisiting key techniques.		Exploring mosaics, translating Roman myths into paintings and using clay to recreate Roman artefacts.	
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## Long Term Overview Year B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years Learning and Development Requirements Expressive Arts and Design Crating with Materials Art/Design Technology Combined  Nursery / Reception	Elements <b>more</b> related to DT from Creating with Materials (EY) strand  See Design Technology Medium Term Plan	<b>Nursery - N1 / N2</b> DM – 3 /4 Year Olds Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Draw with increasing complexity and detail such as representing a face with a circle including details. Show different emotions in their drawings and paintings. DM – Reception Explore and use a variety of artistic effects to express their ideas/feelings.	Elements <b>more</b> related to DT from Creating with Materials (EY) strand  See Design Technology Medium Term Plan	<b>Nursery - N1 / N2</b> DM – 3 /4 Year Olds Develop their own ideas and then decide which materials to use to express them. To make representations of movement or loud noises DM – Reception Safely use and explore a variety of materials, tools and techniques, Share their creations, explain the process used. Work collaboratively	Elements <b>more</b> related to DT from Creating with Materials (EY) strand  See Design Technology Medium Term Plan	<b>Nursery - N1 / N2</b> DM – 3 /4 Year Olds Explore colour and colour mixing. DM – Reception Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design and texture. Share their creations, explaining the process they have used To refine their creations
Year 1/2	<b>Paper Art</b> To explore and learn about different types of paper and the ways paper can be used to create works of art. Children to explore and learn about different types of collages. They will		<b>Animal Art</b> Looking at British wildlife, then producing observational drawings. Exploring African animals, then incorporating patterns into their work. Looking at examples of Australian animals, then	<b>Design Technology</b>	<b>Sparks and Flames</b> Children will explore light and dark as they use chalk to create flames. They will develop their fine motor skills using scissors to cut out silhouettes of buildings. They will begin to use	

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	then create their own collages using paper and have an opportunity to create a class collage inspired by their individual personalities. Children to explore and describe what tissue paper is. They will learn about stained glass windows and re-create their own version of a stained glass window	<b>Design Technology Focus</b>	creating an Aboriginal-style animal dot art painting. Describing a variety of rainforest animals before creating a model. Finding out about the importance of animals in Native American culture and learning about animal symbolism to create totem pole artwork. Exploring animals found in Antarctica before painting a penguin scene	<b>Focus</b>	the language of foreground and background to describe different areas of a picture.	<b>Design Technology Focus</b>
Year 3 / 4	<b>Design Technology Focus</b>	<b>Pointillism</b> Exploring and recreating art inspired pointillism. Painting and Drawing. Fine Art  Exploring the life and work of the famous Pointillist George Seurat. Creating Pointillism art using a range of techniques.	<b>Design Technology Focus</b>	<b>Investigating Patterns</b> Exploring and creating patterns. Painting and Drawing. Fine Art and elements of textiles.  Exploring, creating and manipulating a variety of different kinds of patterns.	<b>Design Technology Focus</b>	<b>Best of British</b> Exploring and recreating artwork inspired by British Artists. Painting, sculptures and Drawing.  Exploring the life and work of famous British artists, architects and designers. Developing a mastery of drawing, sketching, printing and painting skills.