## Beckfoot Priesthorpe Primary School Art Overview

Priestthorpe

|  | Skills Progression | Autumn A | Autumn B | Spring A | Spring B | Summer A | Summer B |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| EY <br> Summary <br> Concepts in Art: Colour, line <br> Types of Art: <br> Portraits Shapes <br> Skills: <br> Painting drawing collage <br> Process (analysing, exploring, observing, evaluation): verbal, observational and imaginative drawing activities, written and verbal evaluation of own artwork, working with others to produce an artwork | Painting Brush hold, brush choice, colour mixing and matching <br> Drawing <br> Using lines to show representation, use of pencil <br> 3d form <br> Modelling using junk, playdough | To know the colours of the rainbow <br> Painting using primary colours <br> Represent objects using pencil <br> Self portraits | Mix Primary colours to make secondary colours <br> Explore 2D shapes in art - Kandinsky | Use paint to mix a desired colour eg grey, pink, brown <br> Draw/design animal homes <br> Use clay to create bird nests | Observational drawings using paint and small brushes eg daffodils | Make repeated patterns using printing eg caterpillars <br> Identify and sort fruit and vegetables <br> Create a face collage using fruit and vegetables Giuseppe Arcimboldo | Work collaboratively with peers to make a group painting |







| Year 6 Summary Concepts in Art: Realism - <br> Observational <br> Drawing, Linear <br> Perspective, Science <br> in Art, Painting en <br> plein air, Pattern <br> Types of Art: <br> Renaissance Art and <br> Architecture, <br> Victorian Art and <br> Architecture, The <br> Pre-Raphaelites, <br> Victorian Design - <br> The Arts and Crafts <br> Movement, <br> Impressionism and <br> Post-Impressionism, <br> Modernism <br> Skills: Painting, <br> Drawing, 3D form, <br> Collage, Printing <br> Process (analysing, exploring, <br> observing, <br> evaluation): verbal, <br> observational, <br> analytical and imaginative drawing activities, annotation of artwork, <br> sketching/creating a design for a finished piece, written and verbal evaluation of own artwork, independently choosing materials and creating a design for a finished artwork <br> - this may be working with others to produce an artwork | Painting <br> Observation, Using watercolours - light to dark, broken brushstrokes, painting plaster <br> Drawing <br> Using lines, observation, using pencil, sketching, simplifying forms, using chalk and charcoal to show tone <br> 3d form <br> Modelling with clay sticking and carving (reliefs), casting in plaster <br> Collage <br> Collage with paper Printing Reduction printing with polystyrene | Art in the Italian Renaissance <br> Artists: Michelangelo, Leonardo da Vinci, Raphael <br> Concepts: Italy and 'rebirth' (rejection of middle ages), influence of Greek and Roman art, showing humanity and the natural world, anatomical drawings, painting styles sfumato, comparison of Leonardo and Michelangelo, realism - linear perspective. <br> Skills: Observational drawing, using plaster, designing and painting on plaster, using perspective to draw. PAINTING DRAWING 3D FORM |
| :---: | :---: | :---: |

## Renaissance Architecture and Sculpture <br> Victorian Art and Architecture <br> Architects/Architecture:

Artists/Architects and architecture: Brunelleschi, Donatello, Ghiberti,
Michelangelo, II
Duomo, Basilica of St Peter's

Concepts: Dome design - II Duomo, relief sculpture, using of linear perspective in sculpture, influence of classical sculpture, idealisation of human form, contrapposto

Skills: Sketching architecture simplifying forms, designing and creating a relief sculpture in clay extended project. DRAWING 3D FORM

Pugin, Barry - The
Houses of Parliament Concepts: Classical v Gothic architecture

Skills: Drawing buildings. Developing drawing skills - quality of line, level of detail, observing shapes.
Artists (Pre-
Raphaelites) Rossetti

## Millais

Concepts: Reaction against 'ideal' forms of the renaissance. Aims as artists. Pursuance of photographic reality.

Skills: Working in watercolour from light to dark. Observing nature closely. PAINTING DRAWING
William Morris
Artist/Designer:
William Morris - a
detailed study detailed study

Concepts: Morris as an architect, designer, writer, businessman, British Arts and Crafts movement, rejection of industrialisation, influence of Medieval art and design, influence of Islamic design, textile and wallpaper design, block printing and reduction printing.

Skills: Creating a design based on nature, relief reduction printing. DRAWING PRINTING

Impressionism and Post-Impressionism Artists: Monet,
Degas, Renoir, Cassatt, Cezanne Van Gogh, Gauguin

Concepts: painting out of doors, landscapes, scenes from everyday life, influence of Japanese prints, expressing light and colour with rapid brushwork, the influence of science about the way we see, changes of emphasis by the post-impressionists (Cezanne, Van Gogh, Gauguin).

Skills: painting en plein air and with broken brushstrokes, use of chalk and charcoal for tone, collage PAINTING DRAWING COLLAGE

