

Autumn	Spring	Summer				
<b>EYFS Continuous Provision will provide opportunities to explore the art elements of:</b>						
<p><b>Colour</b></p> <p>Colour charts and quality texts.</p> <p>Opportunities to spot and sort 'collections' of colour i.e. reds, blues, greens etc.</p> <p>Paint mixing opportunities- powder &amp; ready mixed</p> <p><b>Pupils Know:</b></p> <p>The names of a wide range of colours.</p> <p>Colours can be mixed to make new colours.</p> 	<p><b>Form</b></p> <p>Mix of materials (mud, dough, clay) and construction available to explore, build and balance with.</p> <p><b>Pupils Know:</b></p> <p>Modelling materials can be shaped using hands or tools.</p> 	<p><b>Shape</b></p> <p>Selection of loose parts, shapes and natural materials to create shapes and pictures.</p> <p><b>Pupils Know:</b></p> <p>Names of simple shapes in art.</p> 	<p><b>Line</b></p> <p>Examples of different lines in CP-log slices.</p> <p>Mix of mark making materials- artist area.</p> <p><b>Pupils Know:</b></p> <p>Lines can be curved or straight and described in simple terms such as: wiggly,' straight,' 'round'.</p> 	<p><b>Pattern</b></p> <p>Opportunities to create, continue and describe patterns with natural materials and loose parts. Examples of pattern-materials, papers in collage, display etc.</p> <p><b>Pupils Know:</b></p> <p>When they have made a pattern with objects, colours or drawn marks and are able to describe it.</p> 	<p><b>Texture</b></p> <p>Explore texture through sensory play and observation.</p> <p>Interesting objects to observe and handle representing different textures- bumpy, smooth, spiky etc.</p> <p>CP Supporting skill display-tearing/printing</p> <p><b>Pupils Know:</b></p> <p>Simple terms to describe what something feels like (eg. bumpy).</p> 	<p><b>Tone</b></p> <p>Paint mixing-powder &amp; ready mixed</p> <p>Opportunities to add white and black.</p> <p><b>Pupils Know:</b></p> <p>There are different shades of the same colour and identify colours as 'light' or 'dark'.</p> 
<p><b>Skill Area: Drawing (Marvellous Marks)</b></p> <p><b>Artist: Comparing a selection of self-portraits.</b></p> <p><b>Learn:</b></p> <p><b>Pupils will know how to:</b></p> <p>Explore mark making using a range of drawing materials.</p> <p>Investigate marks and patterns when drawing.</p> <p>Identify similarities and difference between drawing tools.</p> <p>Investigate how to make large and small movements with control when drawing.</p> <p>Practise looking carefully when drawing.</p> <p>Combine materials when drawing.</p> <p><b>So that they can:</b></p> <p>Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome.</p> <p>Begin to develop observational skills (for example, by using mirrors to include the main features of faces)</p> <p><b>Outcome: Self-portrait</b></p> 	<p><b>Skill Area: Painting/Mix Media (Paint my world)</b></p> <p><b>Artist: Megan Coyle</b></p> <p><b>Learn:</b></p> <p><b>Pupils will know how to:</b></p> <p>Explore paint, using hands as a tool.</p> <p>Describe colours and textures as they paint.</p> <p>Explore what happens when paint colours mix.</p> <p>Make natural painting tools.</p> <p>Investigate natural materials eg paint, water for painting.</p> <p>Explore paint textures, for example mixing in other materials or adding water.</p> <p>Respond to a range of stimuli when painting.</p> <p>Use paint to express ideas and feelings.</p> <p>Explore colours, patterns and compositions when combining materials in collage.</p> <p><b>So that they can:</b></p> <p>Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome.</p> <p><b>Outcome: Landscape Collage</b></p> 	<p><b>Skill Area: Sculpture/3D (Creation Station)</b></p> <p><b>Artist: Julie Wilson</b></p> <p><b>Learn:</b></p> <p><b>Pupils will know how to:</b></p> <p>Explore the properties of clay.</p> <p>Use modelling tools to cut and shape soft materials e.g. playdough, clay.</p> <p>Select and arrange natural materials to make 3D artworks.</p> <p>Talk about colour, shape and texture and explain their choices.</p> <p>Plan ideas for what they would like to make.</p> <p>Problem-solve and try out solutions when using modelling materials.</p> <p>Develop 3D models by adding colour.</p> <p><b>So that they can:</b></p> <p>Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome.</p> <p>Cut, thread, join and manipulate materials safely, focussing on process over outcome.</p> <p>Begin to develop observational skills (for example, by using mirrors to include the main features of faces.)</p> <p><b>Outcome: Animal Sculpture</b></p> 				
<p><b>Knowledge of artists:</b> Pupils will know how to:</p> <p>Enjoy looking at and talking about art.</p> <p>Recognise that artists create varying types of art and use lots of different types of materials.</p> <p>Recognise that artists can be inspired by many things.</p>		<p><b>Evaluating and analysing:</b> Pupils will know how to:</p> <p>Talk about their artwork, stating what they feel they did well.</p> <p>Say if they like an artwork or not and begin to form opinions by explaining why.</p>				