



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
	KAPOW SCHEME	KAPOW SCHEME	KAPOW SCHEME	KAPOW SCHEME	KAPOW SCHEME	KAPOW SCHEME
Y E A R 1	Make your mark Developing observational drawing skills when exploring mark-making . Children use a range of tools, investigating how texture can be created in drawings.	They apply their skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman.	PAINTING AND MIXED MEDIA  Colour splash Life in colour Exploring colour mixing through paint play, children use a range of tools and work on different surfaces.	They create paintings inspired by Clarice Cliff and Jasper Johns.	Paper Play  Create simple three dimensional shapes and structures using familiar materials. Sculpture inspired by the 'Tree of life' screen at the Sidi Saiyyed Mosque.	CRAFT AND DESIGN  Woven Wonders  Learning fibre art skills such as plaiting, threading, knotting and weaving to create three-dimensional woven artworks inspired by artist Cecilia Vicuña.
Y E A R 2	DRAWING  Tell a Story  Using storybook illustration as a stimulus, children develop their mark making skills to explore a wider range of tools.	They experiment with creating patterned surfaces to add texture and detail to drawings.	PAINTING AND MIXED MEDIA  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.	Clay Houses  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.	CRAFT AND DESIGN  Map It Out  Respond to a design brief, to create a piece of art that represents the local area using a map as a stimulus.





	CRAFT AND DESIGN	To draw natural forms,	PAINTING AND MIXED	The children explore	SCULPTURE AND 3D	DRAWING
Y E A R 3	Ancient Egyptian Scrolls  Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll. Ideas are extended to create a modern response by designing a 'zine'.	becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form.	MEDIA  Investigating making their own paints, making tools and painting on different surfaces.	prehistoric art.	Exploring how shapes and negative spaces can be represented by three dimensional forms.  Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro and Ruth Asawa.	Growing Artists  Using botanical drawings and scientific plant studies as inspiration, pupils explore the techniques of artists such as Georgia O'Keefe and Maud Purdy.
Y E A R 4	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.	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.	Power Prints  Use drawing and combine media to develop a drawing into a print	CRAFT AND DESIGN  Fabric of Nature  Use flora and fauna to develop drawings to create a design with a repeating pattern suitable for fabric





	PAINTING AND MIXED		DRAWING		SCULPTURE AND 3D	CRAFT AND DESIGN
	MEDIA		DRAWING	They combine collage	SCOLPTORE AND 3D	CRAFT AND DESIGN
Υ	IVIEDIA		I Need Space!	and printmaking to	Interactive	Architecture
E	Portraits		i Neeu Space:	create a piece in their	Installation	Arcintecture
A	rortialts		Developing ideas more	own style.	installation	Investigate the built
R	Investigating self-		independently, pupils		Using inspiration of	environment through
5	portraits by a range of				historical monuments	
	, ,		consider the purpose of		and modern	drawing and
	artists, children use		drawings as they			printmaking, learning
	photographs of		investigate how imagery		installations, children	about the work of
	themselves as a starting		was used in the 'Space		plan by researching and	architect Zaha Hadid
	point for developing		race' that began in the		drawing, a sculpture to	and creating their own
	their own unique self-		1950s.		fit a design brief. They	building designs.
	portraits in mixed-				investigate scale, the	Research the artist
	media.				display environment	Hundertwasser and
					and possibilities for	explore ideas behind
					viewer interaction with	the symbolism of
					their piece.	monument design.
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	DRAWING	They begin to	PAINTING AND MIXED		SCULPTURE AND 3D	CRAFT AND DESIGN
Y		understand how	MEDIA	Collecting ideas in		
E	Make My Voice Heard	artists use imagery		sketchbooks, planning	Making Memories	Photo Opportunity
A		and symbols as well as	Artist Study	for a final piece and		
R	On a journey from the	drawing techniques		working collaboratively,	Creating a personal	Exploring photography
6	Ancient Maya to	like expressive mark	Identifying an artist that	they present what they	memory box using a	as a medium for
	modern-day street art,	making, tone and the	interests them, children	have learnt about the	collection of found	expressing ideas, pupils
	children explore how	dramatic light and	research the life,	art.	objects and hand-	investigate scale and
	artists convey a	dark effect called	techniques and artistic	<b>2</b>	sculptured forms,	composition, colour
	message.	'chiaroscuro.'	intentions of that		reflecting primary	and techniques for
		ciliai Oscui O.	individual.		school life with symbolic	adapting finished
					and personal meaning.	images. They use
					,	digital media to design
						and create
						photographic imagery
						photographic imagery





			for a specific design
			brief.