

HIGH LITTLETON CHURCH OF ENGLAND PRIMARY SCHOOL
ART MEDIUM TERM PLAN TERM 6 2024-2025

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Owl Sculpture and 3D: Creation station	Clay Exploring and understanding clay through manipulation and experimentation; developing small motor skills.	Playdough Exploring the properties of playdough using hands and tools to manipulate it in different ways.	3D Landscape art Creating 3D landscape pictures using natural found objects; using their imagination to choose and arrange objects.	Designing animal sculptures Looking at the shapes and patterns in clay animal sculptures; designing their own animal sculpture, considering how they will create it in clay.	Creating animal sculptures Shaping clay into animal sculptures; refining their ideas as they follow their designs and problem solving as they work.	Painting animal sculptures Developing their clay animals; choosing colours to decorate them and talking about the processes used to make their sculptures.
Hedgehog Painting & mixed media Colour splash	Making colours To investigate how to mix secondary colours.	Painting with colour To apply knowledge of colour mixing when painting.	Printing with paint To explore colour when printing.	Exploring colour mixing To experiment with paint mixing to make a range of secondary colours.	Clarice Cliff plates To apply their painting skills when working in the style of an artist.	POP Task
Fox						
Badger Craft and Design: Ancient Egyptian Scrolls	Exploring Ancient Egyptian art To investigate the style, pattern and characteristics of Ancient Egyptian art.	Designing scrolls To apply design skills inspired by the style of an ancient civilisation.	Making paper To apply understanding of ancient techniques to construct a new material.	Scroll making To apply drawing and painting skills in the style of an ancient civilisation.	Making zines To apply an understanding of Egyptian art to develop a contemporary response.	POP Task

Otter						
Robin Painting and Mixed media: Portraits	Poem portrait To explore how a drawing can be developed.	Developing drawings To combine materials for effect.	Self-portraits To identify the features of self-portraits.	Changing faces To develop ideas towards an outcome by experimenting with materials and techniques.	Mixed-media portraits To apply knowledge and skills to create a mixed-media self-portrait.	POP Task
Deer						