Marlborough Primary Academy School
Art Week Map
(2023 – 2025)

Academic Year	Theme for Week	Exploring and Developing Ideas	Key Learning	Evaluating and Developing Work
2023	Perfect Planet	• Record and explore ideas from first hand observations. • Ask and answer questions about the starting points for their work. • Develop their ideas – try things out, change their minds. • Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.	Digital Technology: • Use a simple graphics package to create images and effects with: - lines by changing the size of brushes in response to ideas; - shapes using eraser, shape and fill tools; and - colours and texture using simple filters to manipulate and create images. Painting: • Identify primary and secondary colours by name. • Mix primary shades and tones. • Mix secondary colours. • Create textured paint by adding sand, plaster • Tone, tints and shades of colours Printing: • Experiment with overprinting motifs and colour Textiles: • Apply colour with printing, dipping, fabric crayons. • Create and use dyes i.e. onion skins, tea, coffee. Collage: • Collect, sort, name match colours appropriate for an image. • Shapes - Create and arrange shapes appropriately	• Review what they and others have done and say what they think and feel about it. • Identify what they might change in their current work or develop in future work.
2024	Animals	• Record and explore ideas from first hand observations.	Digital Technology: • Explore ideas using digital sources i.e. internet, CDROMs.	• Review what they and others have done and say

		• Ask and answer questions about the starting points for their work. • Develop their ideas – try things out, change their minds. • Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.	• Record visual information using digital cameras, video recorders. • Use a simple graphics package to create images and effects with: - lines by changing the size of brushes in response to ideas; - shapes using eraser, shape and fill tools; and - colours and texture using simple filters to manipulate and create images. • Use basic selection and cropping tools. Painting: • Use a variety of tools and techniques including different brush sizes and types. • Mix and match colours to artefacts and objects. • Work on different scales • Create textured paint by adding sand, plaster Printing: • Build repeating patterns and recognise pattern in the environment. • Create simple printing blocks with press print. • Design more repetitive patterns Textiles: • Create fabrics by weaving materials i.e. grass through twigs. 3D: • Manipulate malleable materials in a variety of ways including rolling and kneading. Collage: • Create images from a variety of media e.g. photocopies material, fabric, crepe paper, magazines etc. • Arrange and glue materials to different backgrounds	what they think and feel about it. • Identify what they might change in their current work or develop in future work.
2025	Colour	• Record and explore ideas from first hand observations. • Ask and answer questions about the starting points for their work.	Digital Technology: • Record visual information using digital cameras, video recorders Painting:	• Review what they and others have done and say what they think and feel about it.

| | | Develop their ideas – try things out, change their minds. Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities. | Use a variety of brush sizes and types. Mix and match colours to artefacts and objects. Work on different scales. Experiment with tools and techniques e.g. layering, mixing media, scrapping through. Name different types of paint and their properties
Printing:
Print with a range of hard and soft materials
Make simple marks on rollers and printing palettes.
Take simple prints i.e. mono – printing.
Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils
Experiment with overprinting motifs and colours
Textiles:
Match and sort fabrics and threads for colour, texture, length, size and shape.
Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting.
Apply shapes with glue or by stitching
Apply colour with printing, dipping, fabric crayons
Create and use dyes i.e. onion skins, tea, coffee
3D:
Manipulate malleable materials in a variety of ways including rolling and kneading
Explore sculpture with a range of malleable media
Change the surface of a malleable material
Collage: Arrange and glue materials to different backgrounds. Sort and group materials for different purposes e.g. colour texture. | Identify what they might change in their current work or develop in future work. |

			- Fold, crumple, tear and overlap papers. - Work on different scales	