



Rotherhithe Primary School Art and Design Map 2026-2027



Rec	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Creating with Materials Art Club lessons from Kapow	Painting and colour Experiment with colour mixing. Drawing My family & things that are important to me Art Club: Drawing: Marvellous marks. Exploring mark making through different drawing materials. Beginning to draw from observation using faces and self-portraits as a stimulus. 3D work Make a clay tea light for Diwali. Making Christmas decorations: salt dough	Painting and colour Create Fireworks pictures using different art materials eg. Blow paint, oil pastels, glitter, chalks. Linjked with english Drawing Draw your own "terrible creatures" from well-known fairy tales. Textiles and texture Create textured scenes (fairy tale castles) Art Club: Painting and mixed media: Paint my world. Exploring paint and painting techniques through nature, music and collaborative work. Developing creativity through child-led exploration of mixed media, making collages and transient art.	Painting and colour Experiment with colour mixing. Textiles and texture Make a potato superhero using a variety of tools and techniques. Design a cape for Supertato. Drawing Draw and design a superhero costume Art Club: Craft and design: Let's get crafty. Developing cutting, threading, joining and folding skills through fun, creative craft projects.	Drawing Observational drawings of plants and flowers. Printing Vegetable printing. Use of repetitive patterns. Learn about Andy Warhol. Pattern Simple symmetry of butterflies Textiles and texture Leaf and flower mosaics and collages. Study Eric Carle's Illustrations Painting and colour Investigate using natural materials for painting eg tea bags, flowers and spices.	Drawing Modes of transport; create your own design Draw and design a wanted poster for a pirate. 3D work Children work in small groups to make something that can fly, something that can sail, something that can go on land. Junk modelling different modes of transport. Mechanisms Make a pirate ship that can move.	Textiles and texture Look at animal patterns and textures to create a model of your own chosen animal. 3D work Creating shoe box habitats for animals around the world. Drawing Draw scenes of your favourite habitats Art Club: Sculpture and 3D: Creation station. Exploring the sculptural qualities of malleable materials and natural objects; developing the use of tools and joining techniques; designing and making clay animal sculptures.



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Y1						
	<u>Drawing: Make your mark</u> Exploring mark making and line; working and experimenting with different materials through observational and collaborative pieces. Outcomes: Produce a drawing that displays observational skill, experimenting with a range of lines and mark making. Artist Focus: Paul Klee		<u>Painting and mixed media: Colour Splash</u> Exploring colour mixing through paint play, using a range of tools to paint on different surfaces and creating paintings inspired by Clarice Cliff and Jasper Johns. Outcome: Clarice Cliff style plate Artist focus: Jasper Johns		<u>Craft and Design: woven wonders</u> Learning fibre art skills such as plaiting, threading, knotting and weaving to create three-dimensional woven artworks inspired by artist Cecilia Vicuña. Outcome: Weaving Enrichment Trip: National Portrait Gallery	<u>Sculpture and 3D: Paper play</u> Creating simple three dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculptures Outcome: 'Wild Thing' sculpture Artist focus: Louise Bourgeois
Y2						
	<u>Drawing: Tell a story</u> Using storybook illustration as a stimulus, children develop their mark-making to		<u>Painting and mixed media: Life in colour</u> Developing colour mixing skills, learning about the work of artist	Enrichment Trip: National Portrait Gallery	<u>Sculpture and 3D: clay houses</u> Exploring the way clay can be shaped and joined, children learn a range of essential skills for working with this	<u>Craft and Design: map it out</u> Responding to a design brief, children learn three techniques for working



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	explore a wider range of tools and experiment with creating texture to add detail to drawings. Outcome: illustrations for core text Artist Focus: Käthe Kollwitz.		Romare Bearden and creating textured papers using paint, children compose collages inspired by their exploration of colour and texture in the world around them. Outcome: Collage of fire of London Artist focus: Romare Bearden		medium. They learn about the sculpture of Rachel Whiteread and create their own clay house tile in response. Outcome: Clay tile of a castle Artist focus: Rachel Whiteread	creatively with materials and at the end of the project, evaluate their design ideas. Outcome: Map of how to get to Dragon's cave
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Y3						
	Drawing: Growing Artists Using botanical		Craft and Design: Ancient Egyptian scrolls		Outcomes: 3D sculpture Painting and mixed media: Prehistoric	Sculpture and 3D: Abstract shape and space Exploring how shapes and



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	drawings and scientific plant studies as inspiration, pupils explore the techniques of artists such as Georgia O'Keeffe and Maud Purdy to draw natural forms, becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form. Outcomes: Botanical Drawings linked with Science unit 'Plants' Artist Focus: Georgia O'Keeffe. Enrichment Trip: National Portrait Gallery		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'. Outcomes: Egyptian scroll		Painting Investigating making their own paints, making tools and painting on different surfaces, the children explore prehistoric art. Outcomes: Prehistoric painting	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 Artist focus: Anthony Caro
Y4						
	<u>Drawing: Power prints</u> Using mechanical engravings as a		<u>Painting and mixed media: Light and Dark</u> Developing skills in		<u>Sculpture and 3D: Mega materials</u> Exploring how different	<u>Craft and Design: Fabric of nature</u> Using the flora and fauna



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	starting point, pupils develop an awareness of proportion, composition and pattern in drawing and combine media for effect when developing a drawing into a print. Outcome: Print Artist focus: Henri Matisse		colour mixing, focussing on using tints and shades to create a 3D effect. Experimenting with composition and applying painting techniques to a personal still life piece. Outcome: still life of artefacts		materials can be shaped and joined and learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp, children create their own sculptures. Outcome: Sculpture using recyclable materials Artist focus: Barbara Hepworth Enrichment Trip: National Portrait Gallery	of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to design a repeating pattern suitable for fabric. Outcome: repeated pattern design Artist focus: William Morris
Y5						
	Drawing: Depth, emotion and movement Investigating how drawing can express emotion, movement and depth, inspired by the work of Charlie Mackesy and Elizabeth Catlett. Outcome: prints Artist Focus: Charlie Mackesy	Enrichment Trip: National Portrait Gallery	Painting and mixed media: Portraits Investigating self-portraits by a range of artists, pupils use photographs of themselves as a starting point for developing their own unique self-portraits in mixed media. Outcome: portrait Artist focus: Chila		Sculpture and 3D: Interactive installation Exploring how artists use space, scale and materials to create installation art that conveys ideas, transforms spaces and shapes the viewer's experience. Outcome: installation	Craft and Design: Architecture (Kapow 5) Investigating the built environment through drawing and printmaking, learning about the work of architect Zaha Hadid and creating their own building designs, creatively presenting research on artist Hundertwasser and exploring ideas behind the symbolism of monument design.



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			Kumari Singh Burman Enrichment Trip: National Gallery			Outcomes: design of a monument Artist focus: Zaha Hadid
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Y6						
	<u>Drawing: Make my voice heard</u> From the Ancient Maya to modern-day street art, children look at how artists convey a message. Exploring imagery, symbols, expressive mark making, and 'chiaroscuro' children consider audience and impact to create powerful drawings to make their voices heard. Outcomes: Create powerful poster on sustainability Artist focus: Pablo Picasso		<u>Painting and mixed media: Artist study</u> Exploring a selection of paintings through art appreciation activities. Collecting ideas in sketchbooks and planning for a final piece after researching the life, techniques and artistic intentions of an artist that interests them. Outcome: own piece of art based on their chosen artist Artist focus: David Hockney		<u>Sculpture and 3D: Making memories</u> Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning. Outcomes: memory box	<u>Craft and design: Photo opportunity</u> Developing photography skills and techniques to design a range of creative photographic outcomes. Outcome: collective photo album Artist focus: Derek O Boateng Enrichment Trip: National Portrait Gallery



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