



St Charles' Catholic Primary School
Unit Coverage 2025-2026

	Autumn 1	Spring 1	Summer 1
Early Years	Our Expressive Arts and Design Curriculum is cross curricular and supported through our literacy and understanding of the world over-arching themes. The curriculum builds on prior knowledge so that children remember more. Through provision children will be given the opportunity to: Range 4 -5 Explore different materials freely, in order to develop their ideas about how to use them and what to make; develop their own ideas and then decide which materials to use to express them; join different materials and explore different textures; create closed shapes with continuous lines, and begin to use these shapes to represent objects; draw with increasing complexity and detail, such as representing a face with a circle and including details; use drawing to represent ideas like movement or loud noises; show different emotions in their drawings and paintings, like happiness, sadness, fear etc; explore colour and colour mixing. Range 6 Explore, use and refine a variety of artistic effects to express their ideas and feelings; return to and build on their previous learning, refining ideas and developing their ability to represent them; create collaboratively, sharing ideas, resources and skills. ELG Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; share their creations, explaining the process they have used; make use of props and materials when role playing characters in narratives and stories.		
Year 1	Drawing and Sketchbooks Spirals <i>Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks</i>	Print, Colour and Collage Simple Printmaking <i>Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.</i>	Paint, Surface and Texture Exploring Watercolour <i>Exploring watercolour and discovering we can use accidental marks to help us make art.</i>
Year 2	Drawing and Sketchbooks Explore and Draw <i>Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.</i>	Paint, Surface and Texture Expressive Painting <i>Explore how painters use paint in expressive and gestural ways. Explore colour mixing and experimental mark making to create abstract still life.</i>	Sculpture Stick Transformation Project <i>Artists use their creative skills to re-see and re-imagine the world. Explore how you can transform a familiar object into new and fun forms.</i>
Year 3	Drawing and Sketchbooks Gestural Drawing with Charcoal <i>Making loose, gestural drawings with charcoal, and exploring drama and performance.</i>	Sculpture Telling Stories Through Drawing and Making <i>Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film.</i>	Paint, Surface and Texture Cloth, Thread, Paint <i>Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.</i>
Year 4	Drawing and Sketchbooks Storytelling Through Drawing <i>Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing.</i>	Print, Colour and Collage Exploring Pattern <i>Exploring how we can use colour, line and shape to create patterns, including repeating patterns.</i>	Paint, Surface and Texture Exploring Still Life <i>Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.</i>

Year 5	Drawing and Sketchbooks Typography and Maps <i>Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.</i>	Print, Colour and Collage Making Monotypes <i>Explore how artists use the monotype process to make imagery. Combine the monotype process with painting and collage to make visual poetry zines.</i>	Sculpture Architecture: Dream Big or Small <i>Explore the responsibilities architects have to design us a better world. Make your own architectural model.</i>
Year 6	Drawing and Sketchbooks 2D Drawing to 3D Making <i>Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.</i>	Sculpture Brave Colour <i>Exploring the work of installation artists who use light, form and colour to create immersive environments. Creating 2D or 3D models to share our vision of imagined installations with others.</i>	Paint, Surface and Texture Exploring Identity <i>Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait.</i>