
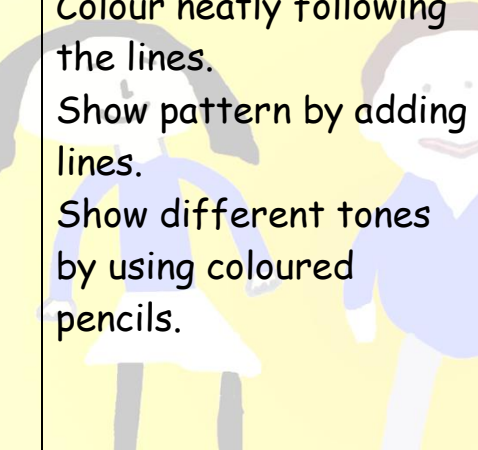
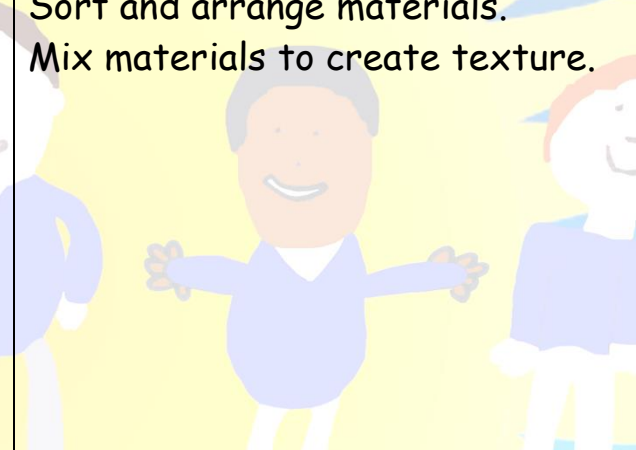
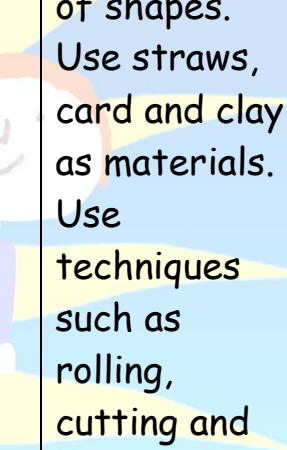
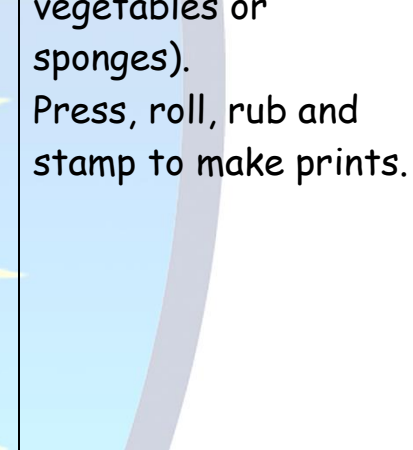


Aims

- Produce creative work, exploring their ideas and recording their experiences
- Become proficient in drawing, painting, sculpture and other art, craft and design techniques
- Evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms

<p>Knowledge (Breadth)</p>	<p>1</p>	<p>Painting Artist - Claude Monet mixing green & garden scenes</p>	<p>Drawing</p>	<p>Collage & Textiles - Houses on my street</p>	<p>Sculpture</p>	<p>Print - using everyday objects</p>
<p>Skills</p>		<p>Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones.</p> 	<p>Draw lines of different sizes and thickness. Colour neatly following the lines. Show pattern by adding lines. Show different tones by using coloured pencils.</p> 	<p>Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture.</p> 	<p>Use a combination of shapes. Use straws, card and clay as materials. Use techniques such as rolling, cutting and moulding.</p> 	<p>Use objects to create prints (e.g fruit, vegetables or sponges). Press, roll, rub and stamp to make prints.</p> 
<p>Develop Ideas</p>		<p>Respond to ideas and starting points Explore ideas and collect visual information Explore different methods and materials as ideas develop</p>				
<p>Take Inspiration from The Greats (Classic/Modern)</p>		<p>Describe the work of notable artists, artisans and designers Use some of the ideas of artists studied to create pieces</p>				

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Knowledge (Breadth)	2	Painting Artist - Leonid Afremov - mixing orange, purples & browns for leaves in Autumn. Judith Bridgland - flowers	Drawing	Collage & Textiles- Collage landscapes	Sculpture - Andy Goldsworthy - nature art	Print - repeating pattern
Skills		Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones. Create colour wheels.	Draw lines of different sizes and thickness. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils.	Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture. Use plaiting. Use dip dye techniques.	Use a combination of shapes, lines and texture.	Use repeating or overlapping shapes. Mimic print from the environment (e.g. wallpapers). Use a variety of objects to create prints . Press, roll, rub and stamp to make prints.
Develop Ideas		Respond to ideas and starting points Explore ideas and collect visual information Explore different methods and materials as ideas develop				
Take Inspiration from The Greats (Classic/Modern)		Describe the work of notable artists, artisans and designers Use some of the ideas of artists studied to create pieces				

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<p>Knowledge (Breadth)</p>	<p>3</p>	<p>Painting Artist - UK male and female artists - mountains and watercolours - U.K artists for Y3 - Greg Howard & Alison Bradley</p>	<p>Drawing</p>	<p>Printing - Making collagraph plates (exploring one colour and multi-colour printing)</p>	<p>Sculpture - Egyptian canopic jars</p>
<p>Skills</p>		<p>Use different techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively. Use watercolour paint to produce washes for backgrounds then add detail.</p>	<p>Use different pencils (2B, 4B & 6B) to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes). Use shading to show light and shadow.</p>	<p>Use layers of two or more colours. Replicate patterns observed in natural or built environments. Make printing blocks (e.g. from coiled string glued to a block). Make precise repeating patterns.</p>	<p>Create and combine shapes to create recognisable forms (e.g shapes made from nets or solid materials). Include texture and add materials to provide interesting detail.</p>
<p>Develop Ideas</p>		<p>Develop Ideas from starting points throughout the curriculum Collect information, sketches and resources Adapt and refine ideas as they progress Explore ideas in a variety of ways Comment on artworks using visual language</p>			
<p>Take Inspiration from The Greats (Classic/Modern)</p>		<p>Replicate some of the techniques used by notable artists, artisans and designers Create original pieces that are influenced by studies of others</p>			

Learning together and having fun

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Knowledge (Breadth)	4	Painting Artist - Katsushika Hokusai seascape beside Japan	Drawing	Sculpture Pablo Picasso - 3D Faces	Collage - Animals
Skills		<p>Use different techniques using thick and thin brushes to produce shapes, textures, patterns and lines.</p> <p>Mix colours effectively. Use watercolour paint to produce washes for backgrounds then add detail.</p> <p>Experiment with creating mood with colour.</p>	<p>Use different pencils (2B, 4B & 6B) to show line, tone and texture.</p> <p>Annotate sketches to explain and elaborate ideas.</p> <p>Sketch lightly (no need to use a rubber to correct mistakes).</p> <p>Use shading to show light and shadow.</p> <p>Use hatching and cross hatching to show tone and texture.</p>	<p>Create and combine shapes to create recognisable forms.</p> <p>Include texture that conveys feelings, expression or movement.</p> <p>Add materials to provide interesting detail.</p>	<p>Select and arrange materials for a striking effect.</p> <p>Ensure work is precise.</p> <p>Use coiling, overlapping, tessellation, mosaic and montage.</p>
Develop Ideas		<p>Develop Ideas from starting points throughout the curriculum</p> <p>Collect information, sketches and resources</p> <p>Adapt and refine ideas as they progress</p> <p>Explore ideas in a variety of ways</p> <p>Comment on artworks using visual language</p>			
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Knowledge (Breadth)	5	Painting Artist - Samiran Sarka - Views across India	Drawing	Sculpture - Mayan ceramics (cooking pots, vases, jars)	Print - oil pastel printing (linked to Mayan pattern)
Skills		<p>Sketch (lightly) before painting to combine line and colour. Create a colour palette in the natural or built world. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture.</p>	<p>Use a variety of techniques to add interesting effects (e.g reflections, shadows, direction of sunlight). Use a choice of techniques to depict movement, perspective, shadows and reflection. Use lines to represent movement.</p>	<p>Show life like qualities and real life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities.</p>	<p>Build up layers of colours. Use a range of visual elements to reflect the purpose of the work.</p>
Develop Ideas		<p>Develop and imaginatively extend ideas from starting points throughout the curriculum Collect information, sketches and resources and present ideas imaginatively in a sketch book Use the qualities of materials to enhance ideas Spot the potential in unexpected results as work in progresses Comment on artworks with a fluent grasp of visual language</p>			
Take Inspiration from The Greats (Classic/Modern)		<p>Give details (including own sketches) about the style of some notable artists, artisans and designers Show how the work of those studied was influential in both society and to other artists Create original pieces that show a range of influences and styles</p>			

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Knowledge (Breadth)	6	Painting Artist - Henri Rousseau rainforest scenes	Drawing Portrait - Grid portrait of a famous historical figure	Collage - Greek mosaic	Sculpture - Eco bricks - Garden furniture
Skills		<p>Sketch (lightly) before painting to combine line and colour. Create a colour palette in the natural or built world. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture. Develop a personal style of painting, drawing upon ideas from other artists</p>	<p>Use a variety of techniques to add interesting effects (e.g reflections, shadows, direction of sunlight). Use a choice of techniques to depict movement, perspective, shadows and reflection. Choose a style of drawing suitable for the work (e.g realistic or impressionistic). Use lines to represent movement.</p>	<p>Mix textures (rough and smooth, plain and patterned). Combine visual and tactile qualities. Use ceramic mosaic materials and techniques.</p>	<p>Show life like qualities and real life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form.</p>
Develop Ideas		<p>Develop and imaginatively extend ideas from starting points throughout the curriculum Collect information, sketches and resources and present ideas imaginatively in a sketch book Use the qualities of materials to enhance ideas Spot the potential in unexpected results as work in progresses Comment on artworks with a fluent grasp of visual language</p>			
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