

Autumn: Andy Warhol/ Alison Dryland

Four main learning objectives:

To use printing techniques to create a design.
To use black and white to make different tints and shades of one colour.
To use the blotted line technique to create a piece of art inspired by an artist
To use increasing skill to create more intricate blocks.

By the end of the key stage:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

Generating ideas	Making	Evaluating	Knowledge
Experiment and explore an array of mediums and medias Research Andy Warhol and Alison Dryland as well as their art work Look at different colour palettes as well as how to create tints and shades of one colour to include in final piece Use foam tiles and blotted line techniques to print, exploring the pros and cons of each one	Artist research page in the style of artist Create a logo or design that has intricate details Create a repeated logo design using a print technique of their choice Use mixed mediums to add colour, shade and tints to the block design.	Children to share opinions on other pupils' work Children share opinions on their own designs, expressing their likes and dislikes Children complete an evaluation on their final design, discussion the skills and processes they've used to complete it Children change ideas and ongoing evaluating to improve their own work and other pupils	Printing Tracing Reversing a picture - logos with words on Colour mixing and shades and tints Primary, secondary, contrasting colours Build on knowledge on previous printing skills

Four main learning objectives:

To practice drawing line and shape to extend into recognisable features

To practise drawing line and shape to create patchwork art

Exploring and developing texture, pattern line and shape using spray paint

To compare 2 artists and to critically reflect on their artwork

By the end of the key stage:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

Generating ideas	Making	Evaluating	Knowledge
Research into Louis Masai and Mark Allante and their work	Artist research page in the style of artist	Children to share opinions on other pupils' work	Louis' purpose to his art and the impact on today's climate
Children to practice drawing lines and shapes to extend into recognisable features	Mix paint and water in the correct ratio	Children share opinions on their own designs, expressing their likes and dislikes	Spray paint - mixing paint with water
Children to explore using different types of media within each session to develop texture/layering effect.	Draw the outline of an animals, focusing on the proportion of different features	Children complete an evaluation on their final design, discussion the skills and processes they've used to complete it	Mixing colours and applying different mediums
Experiment with different ways to create a spray paint effect - spray paint and flick	Experiment with patchwork designs and use them in their final piece	Children change ideas and ongoing evaluating to improve their own work and other pupils	Outlining to make something stand out
Research and explore different patchwork designs as well as the meaning behind them	Create templates to block out shapes for spray paints		

Summer: Andy Warhol/ Alison Dryland

Four main learning objectives:

To use printing techniques to create a design.
To use black and white to make different tints and shades of one colour.
To use the blotted line technique to create a piece of art inspired by an artist
To use increasing skill to create more intricate blocks.

By the end of the key stage:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
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Four main learning objectives:

I can explore how Yinka Shonibare and Akpojotor uses colour, pattern and textiles to communicate ideas about culture and identity.
I can develop skills in designing and creating figures using mixed media and textiles.
I can use symbolism and visual elements to communicate an idea or message through artwork.
To can collaborate with others to create a textile wall hanging inspired by Yinka Shonibare.

By the end of the key stage:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

Generating ideas	Making	Evaluating	Knowledge
Artist research page on Shonibare	Use different fabric for a design	Children to share opinions on other pupils' work	Cultures and appropriation
Comparison focusing on the similarities and differences between Shonibare and Akpojotor	Join different 2D shapes together to create a new pattern	Children share opinions on their own designs, expressing their likes and dislikes	Textiles and fabric into 3D pieces
Plan final design - sketch idea	Manipulating fabric in different ways to create texture	Children complete an evaluation on their final design, discussion the skills and processes they've used to complete it	Patterns and shapes and how they communicate a message
Experiment with a range of materials such as paper and fabric	Thinking carefully about composition and how it affects the outcome	Children change ideas and ongoing evaluating to improve their own work and other pupils	Nigerian pattern and cultural patterns
Explore different techniques of creating pattern	Create a collaborative piece based on the artist's style		
Explore different cultures and how these are represented	Using symbols to communicate a message		