



















<p>Year 5/6 Pathway 3</p>	<p>PRINTING</p> <ul style="list-style-type: none"> • Build up layers of colours. (e.g. 3 overlays) • Create an accurate pattern, showing fine detail. • Create printing blocks by simplifying an initial sketchbook idea. • Use relief or impressed method of printing. • Create prints with three overlays. • Add detail to prints with a range of media e.g. pens, colour pens and paints. <p>PAINTING</p> <ul style="list-style-type: none"> • Sketch (lightly) before painting to combine line and colour. • Create a colour palette and try out different media and materials and mixing appropriate colours. (e.g. based upon colours observed in the environment) • 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. • Be able to identify primary, secondary, complementary and contrasting colours. • Develop a personal style of painting, drawing upon ideas from other artists. 	<p>COLLAGE</p> <ul style="list-style-type: none"> • Mix textures (rough and smooth, plain and patterned). • Combine visual and tactile qualities. • Use ceramic mosaic materials and techniques. • Add collage to a painted, printed or drawn background. <p>DRAWING</p> <ul style="list-style-type: none"> • Use a variety of media to make different marks, lines, patterns and shapes within a drawing. • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). • Use different techniques for different purposes. (e.g. shading, hatching and blending within their own work) • Begin to develop an awareness of composition, scale and proportion in their drawings. (e.g. foreground, middle ground and background) • 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). • Work from a variety of sources including observation, photographs and digital images. • Work in a sustained and independent way to create a detailed drawing. • Develop close observation skills using a variety of viewfinders. 	<p>TEXTILES</p> <ul style="list-style-type: none"> • Use fabrics to create 3D structures. • Combine previously learned techniques and show precision to create pieces. • Choose from a range of stitching techniques. • Experiment with batik techniques. • Experiment with a range of media to overlap and layer, creating interesting colours and textures and effects. <p>SCULPTURE</p> <ul style="list-style-type: none"> • Shape, form, model and construct from observation or imagination. • Use recycled, natural and manmade materials to create sculptures. • Plan a sculpture through drawing and other preparatory work. • Develop skills in using clay by making slabs, coils and slips. • Use tools to carve and add shapes, texture and pattern to produce intricate patterns and textures in a malleable media. • Use frameworks (such as wire or moulds) to provide stability and form when creating a sculpture.
	<p>To take inspiration from the greats (classic & modern)</p>	<ul style="list-style-type: none"> • Create original pieces that show a range of influences and styles. • Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures, giving details about the style of their work (including own sketches) • Research artists, compare and evaluate their work. 	
<p>To develop ideas</p>	<ul style="list-style-type: none"> • Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. • Comment on artworks with a fluent grasp of visual language. • Question and make thoughtful observations about starting points and select ideas to use in their work. • Compare ideas, methods and approaches in their own, and others' work and say what they think and feel about them. • Adapt their work according to their views and describe how they might develop it further. 		
<p>Art</p>	 <p>(Term 1) Painting & Printing</p> 	 <p>(Term 3) Drawing & Collage</p> 	 <p>(Term 5) 3D & Sculpture & Textiles</p> 

<p>Year 3/4 Pathway 2</p>	<p>PRINTING</p> <ul style="list-style-type: none"> Use layers of two or more colours. Replicate patterns observed in natural or manmade environments. Make printing blocks using a relief or impressed method (e.g. from coiled string glued to a block, or cut into a block). Create precise repeating patterns. <p>PAINTING</p> <ul style="list-style-type: none"> Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Experiment with different effects and textures including blocking in colour and thickened paint creating textural effects. Work on a range of scales e.g. thin brush on small picture etc. Mix colours effectively and experiment with creating mood with colour. Add white to colours to make tints and black to colours to make tones. Use more specific colour language. Use watercolour paint to produce washes for backgrounds then add detail. 	<p>COLLAGE</p> <ul style="list-style-type: none"> Select and arrange materials for a striking effect. Experiment with a range of collage techniques such as tearing, overlapping, coiling, tessellation, mosaic, montage. and layering to create images and represent textures. <p>DRAWING</p> <ul style="list-style-type: none"> Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc. Experiment with different grades of pencil and other implements to create lines and marks, and draw different forms and shapes. Begin to show an awareness of objects having a third dimension. Sketch lightly (no need to use a rubber to correct mistakes). Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture. Apply a simple use of pattern and texture in a drawing. (e.g. add surface detail). Draw for a sustained period of time, at an appropriate level. 	<p>TEXTILES</p> <ul style="list-style-type: none"> Use a variety of textile techniques to create different textural effects. (e.g. printing, dyeing, weaving and stitching) Match the tool to the material. Develop skills in stitching, cutting and joining. Experiment with paste resist. (e.g. a flour paste brushed or squeezed onto cotton cloth. When dry, hand paint it. Allow it to cure, then scrape off.) <p>SCULPTURE</p> <ul style="list-style-type: none"> Plan, design and make models from observation or imagination to create recognisable forms. (e.g. shapes made from nets or solid materials) Join clay adequately and construct a simple base for extending and modelling other shapes. Create surface patterns and textures in a malleable material. (e.g. clay, playdough, plasticine) Use papier-mache to create a simple 3D object. Use clay and other mouldable materials. (e.g. salt dough, fimo, plasticine, playdough) Add materials to a malleable material to provide interesting detail. 	
	<p>To take inspiration from the greats (classic & modern)</p>	<ul style="list-style-type: none"> Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures, and replicate some of the techniques used. Create original pieces that are influenced by studies of others. Research artists, compare and evaluate their work. 		
	<p>To develop ideas</p>	<ul style="list-style-type: none"> Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. Question and make thoughtful observations about starting points and select ideas to use in their work. Adapt and refine ideas as they progress. Comment on artworks using visual language. Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. 		
<p>Art</p>	 <p>(Term 1) Painting & Printing</p> 	 <p>(Term 3) Drawing & Collage</p> 	 <p>(Term 5) 3D & Sculpture & Textiles</p> 	

<p>Year 1/2 Pathway 1</p>	<p>PRINTING</p> <ul style="list-style-type: none"> Take simple prints i.e. mono -printing. Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils. Create simple printing blocks with press print. Design more repetitive patterns. Mimic print from the environment (e.g. wallpapers). Use objects to create prints, by pressing rolling, rubbing and stamping (e.g. fruit, vegetables or sponges). Experiment with overlapping shapes, overprinting motifs and colour. Make rubbings to collect textures and patterns. 	<p>COLLAGE</p> <ul style="list-style-type: none"> Use a combination of materials that are cut, torn, folded, crumpled, overlapped and glued. Create images from a variety of media. (e.g. photocopies material, fabric, crepe paper, magazines) Arrange and glue materials to different backgrounds. Sort and group materials for different purposes. (e.g. colour, texture) Collect, sort, name match colours appropriate for an image. 	<p>TEXTILES</p> <ul style="list-style-type: none"> Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting. Cut and shape fabric using scissors/snips. Apply shapes with glue or by stitching. Apply decoration using beads, buttons, feathers etc. Create cords and plaits for decoration. Apply colour with printing, dipping, fabric crayons. Create and use dyes. (e.g. onion-skins, tea, coffee) Create fabrics by weaving materials. (e.g. grass through twigs, carrier bags)
	<p>PAINTING</p> <ul style="list-style-type: none"> Identify primary colours by name and mix primary colours to make secondary colours. (e.g. create colour wheels) Explore how to make colours lighter and darker by adding white or black. 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. (e.g. large and small) To begin to know there are different types of paint. (e.g. watercolours, poster paint, powder paint, oil paints) Create textured paint by adding sand, plaster. 	<p>DRAWING</p> <ul style="list-style-type: none"> Draw lines of different sizes and thickness. Draw on different surfaces with a range of media. (e.g. pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk) Observe and draw shapes from observations. Colour (own work) neatly following the lines. Investigate textures by describing, rubbing, copying and show pattern and texture by adding dots and lines. Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes etc. 	<p>SCULPTURE</p> <ul style="list-style-type: none"> Manipulate malleable materials in a variety of ways including rolling and kneading, and use techniques such as rolling, cutting, moulding and carving. Explore sculpture with a range of malleable media. (e.g. clay, plasticine, playdough, salt dough) Manipulate malleable materials for a purpose, (e.g. make a pot or tile from playdough, clay or plasticine) Experiment with constructing and joining recycled, natural and manmade materials. Use simple 2-D shapes to create a 3-D form. Change the surface of a malleable material (e.g. build a textured tile with playdough, clay or plasticine)
<p>To take inspiration from the greats (classic & modern)</p>	<ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces. Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities. Research artists, compare and evaluate their work. 		
<p>To develop ideas</p>	<ul style="list-style-type: none"> Record, explore and experiment with ideas from first hand observations. Ask and answer questions about the starting points for their work. Develop their ideas explore different methods and materials, try things out, change their minds. 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. 		
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Throughout: Collect information, sketches and resources, and present ideas imaginatively in a sketchbook. Also link to work of great artists and sculptors.