

Art & Design Scheme of Work 2022/2023

Term 1 B & G			Term 2 R & Y		
We will use sketchbooks to: -record observations and to review and revisit ideas -improve the mastery of art and design techniques - drawing, painting, sculpture and to use a range of materials -learn about great artists, architects & designers in history					
Year 3		Year 5		Year 4	
Year 6					
Drawing Skills year 3 use different grades of pencil/drawing materials to draw forms and shapes develop detail when drawing face parts learn to draw different expressions Year 5 develop line tone pattern texture use different techniques for shading - cross hatching develop awareness of light source - light/shade develop understanding of perspective develop understanding of composition develop close observation using viewfinders		Painting Skills Year 4 experiment with different effects and textures use light and dark colours understand complimentary colours mix shades and tones Year 6 work in a sustained way to develop a painting purposeful control of marks made experiment with varity of paints - washes/ thickened paint for texture			
	Frída Kahlo 1907-1954 Self portraitist	Peter Thorpe 1957- Illustrator & designer Steven Brown 1972- Modern artist & Colorist		Vincent Van Gogh Impressionist 1853-1890	Georgia O Keeffe 1887 - 1986 Modern artist
1	Study of face - drawing different parts in detail Developing ways to create expression	Looking at pictures by Peter Thorpe. Drawing different compositions/Creating rockets/Perspective -spaceman in foreground	1	Introduction to artist Mix shades of colour/tones	
2	Looking at Frida Kahlo portraits - copying details using a viewfinder	Looking at light sources to create shadow. Surface of planets	2	Starry Night - develop painting techniques to create swirling starry sky	Pastel drawings -flowers
3	Portraits drawing - facing and profile-charcoal	Create final picture in style of Peter Thorpe-using a variety of drawing materials & techniques learnt	3	Copy artists chair - paint using brush techniques	Paint mixing - shades of colour- light/dark
4	Drawing parrots/leaves & flowers- cut out to create a collage for final composition	Introduction to Steven Brown .Draw a variety of animal heads - watercolour	4	Paint fruit using brush techniques - light & dark tones	Developing different techniques with paint - using thickened paint for texture
5	Begin final portrait (border) - animals/leaves & flowers	Use variety of media to create pictures in style of artist	5	Draw sunflowers in preparation for painting next week.	Details of drawings enlarged
6	Complete final portrait using coloured pencil/pastel and feltpen	Paint final composition using techniques previously learnt	6	Painting - Style of Van Gogh -Sunflowers	Painting - style of Georgia O Keeffe using techniques previously learnt.

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Year 3		Year 5		Year 4		Year 6	
Collage			Sculpture				
Skills Year 3 develop different skills in creating pieces - tearing/precise use of scissors developing skills in positioning collage pieces learning to grout tile pieces Year 5 use found and reclaimed materials position pieces according to colour shape experimenting with overlapping to create different effects selecting effectively from a variety of collage materials			Skills Year 4 use a variety of materials to join pieces to join card use card effectively to create 3D parts make a slip to join pieces of clay Year 6 show an awareness of environmental sculptures create a model over an armature - frame experiment with a variety of materials to create structure/form use language appropriate to the technique learn techniques of pinch /slab/ coil - decorate by carving create maquettes				
	Antoni Gaudí 1852 - 1926 Architect/Mosaic artist	Henri Matisse Fauvist (1869 -1954)		Masks - African /Mayan/Animal - Paper sculpture	Alberto Giacometti/Henry Moore/Anthony Gormley - Sculptors		
1	History of Mosaics - create simple mosaic pattern from squared paper	Create Matisse style shapes using both torn and cut paper.	1	Drawing other half of animal faces - close observation	Introduction to sculpture artists - consideration of materials used and their effects . Observational drawing shells - create in plasticine.		
2	Looking at buildings of Gaudi - plasticine to recreate shapes of buildings	Recreating a still life using only collage materials	2	Study - African pattern design Consider colour choices Make coil pots - carve with patterns	Practise drawing proportions of human body. Details of hands - draw		
3	Study of Gaudi windows - recreating effect using tissue paper/foil	Experimenting with different materials to create a collage of fruit	3	Create a clay face using slip to secure pieces	Make clay maquettes in style of Henry Moore		
4	Create a mosaic tile using mosaic tile pieces- grout	Magazine art - select colours from magazine to create a collage	4	Study other masks created - Mayan to Modern day- Batman!	Crate a foil figure over a wire armature.		
5	Work as a group to create a Gaudi 'Wall'	Create a giant paper collage as a table group - animal pictures as inspiration	5	Using card to create face parts/hair/ears	Study of Anthony Gormley figures - recreate miniatures in plasticine		
6	Create a final mosaic using a variety of papers - tissue card foil	Create a final piece of art work in the style of Matisse	6	Create a final 3D animal mask	Create final sculpture of a hand using material of choice.		

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Year 3		Year 5	Year 4	Year 6	
Design			Printing/Pattern		
Skills Year 3 understand process of design from design brief/ planning /creating a prototype /finished product. understand influence of art/artists in design pieces Year 5 explore a variety of products- practical use and aesthetic create a mood board for design ideas continue to develop design process- brief/research/planning/prototype/completed product/ pitching ideas			Skills Year 4 explore different methods of mark making to create a repeated pattern begin to explore mono and relief printing print using natural objects effectively use block printing to create repeated patterns Year 6 effectively apply different printmaking methods -lino printing create prints with more than one overlay use tools in a safe way		
	Mary Quant - Fashion designer 1930-	William Morris wallpaper Victorian artist 1834-1896		Japanese Artists - printmaking Japanese - Yayoi Kusama/Hokusai	Aboriginal 60-80,000 BC
1	Look at iconic pieces- influences by artists Create art work in style of Mondrian	Introduction to William Morris Look at wallpaper designs Design brief - design wallpaper	1	Mark making to create a repeated pattern Japanese Blue/white pottery Copy patterns	Introduction to Aboriginal art- rock/bark/sand/body art Potato prints to create pattern
2	Design an outfit using Mondrian as an influence	Create templates to repeat pattern - leaves/ flowers/ simple animal outlines	2	Study 2 artists- The Wave _ Hokusama The Pumpkin - Kusama	Study Aboriginal art - different types of mark making -explore a range of materials to create dot painting
3	Pupils take a famous painting and use it to create a piece of clothing	Use viewfinder to copy a detail - recreate to make a repeat pattern	3	Use pictures of The Wave or Mount Fuji to create a printing tile	Draw animal outlines - indigenous to Australia- create patterns using stencils
4	Create an item of clothing out of newspaper - add details collar cuffs	Create wallpaper design in style of William Morris	4	Create a vase shape to decorate with printing tile	Learn the meanings of dream symbols create pattern
5	Redesign school uniform and logo	Create wallpaper for a specific customer - child's bedroom	5	Print using natural materials - leaves	Paint base for Aboriginal picture
6	Make paper doll clothes	Use design on a different product -T shirt/Tote bag Pitch product to sell	6	Create final piece using printing template	Complete picture - patterns made with dots.