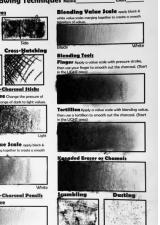
	Autumn 1	Spring 1	Summer 1
gear 4	 Drawing Objectives: Develop skills to draw the reality of what can be seen Using tone, light and shade to make things appear 3D Develop use of hatching and cross hatching to show tone and texture Begin to represent proportion Activity: Using various techniques with charcoal to give increased detail to artwork of hands Media used: Charcoal Artist/Stimulus Link: Henry Moore (UK) CC Link: Use character from "The Lost Happy Endings" as stimulus. Vocabulary introduced: reality, light, shade, tone, 3D, hatching, cross hatching, texture, proportion Prior learning: Charcoal images for Stone Age cave art using scumbling and dusting. 	 Painting Objectives: ✓ Develop brush techniques and use a variety of brushes – including use of thick and thin brush strokes for accuracy ✓ Paint accurately within lines using acrylic paints ✓ Mix acrylic paints to create primary, secondary and tertiary colours (revisit colour wheel) ✓ Begin to use complementary and opposing colours Media used: Acrylic Paint (first use) Activity: Design and make a printing piece to create a tessellation Artist Link: M.C Escher (NDL) CC Link: Greek Mosaic Vocabulary introduced: Prior learning: Colour wheel in Year 2, water colour mixing. 	 Painting Objectives: Experiment with bleeding using watercolours Confidently add colour to water on the page to give depth of colour Begin to use light and shadow in the background and foreground Experiment with using a dry brush to add details and texture Media used: Watercolour Activity: To use watercolour to paint over a design of "The Great Wave of Kangawa" Artist/ Stimulus Link: The Great Wave if Kangawa – Hokusai (JPN) CC Link: The Vikings - sailing Vocabulary introduced: bleeding, depth of colour, light, shadow, background and foreground, detail, texture, soften Prior learning: Water colours to create Hockney
	 Sculpting Objectives: Design a roman style pot and copy from this when working with clay. Use thumbs to shape a lump of clay to create a chasm. Pinch, push and shape the clay to create a desired pot shape. Pinch, roll and squeeze clay to create additional details such as handles and spouts. Use previously taught techniques to make a sculpture structurally robust to stand up independently Media used: Clay Activity: Make clay pots and use clay tools to add detail. Artist Link: Range of potters as appropriate CC Link: Roman Pots Vocabulary introduced: design, pinch, push, shape, smooth, roll, squeeze, handles, spouts, base Prior learning: Shaping clay to make a house base 	 Collage Objectives: Develop abstract ways to show ideas for effect Select a range of materials for a striking effect Select materials by colour, texture and shape to match a theme. Media used: Mixed media, paper, card, tinfoil, plastic other found objects of children's choosing/finding Activity: To create a mood board to support and display and architectural design. Artist Link: Zaha Hadid (UK/IRQ) CC Link: N/A Vocabulary introduced: abstract, design, striking colour, texture, shape, mood board, architect Prior learning: Collage using natural materials, and mixed materials to create scenery 	 inspired art- focus on colour mixing for warm and cold. Drawing Objectives: Carefully use pen to create strong outlines on top of paint art work. Use dots, lines and dashes to create motion Media used: Pen (on top of watercolour) Activity: Use pen to enhance a watercolour painting of The Great Wave Artist/Stimulus Link: The Great Wave of Kangawa Hokusai (JPN) CC Links: The Vikings - sailing Vocabulary introduced: outline, dot, dash, enhance, motion Prior learning: Using pens of different thickness for outlines prior to painting.

https://www.tate.org.uk/art/art works/moore-the-artists-handv-p02911









esource/all-about-zahahadid-ppt-t-ad-356



https://www.youtube.com/w atch?v=5FIOF8xsPas

https://craftcue.com/tessella tions-for-kids



