| **Term** | **Theme** | **Knowledge and understanding** | **Skills** | **What I will know and remember** | **Vocabulary** |
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| 1 | **Drawing –**  **Local area Perspective**  Local Artist inspiration – David Holliday | To demonstrate a wide variety of ways to make different marks with dry and wet media.  To identify artists who have worked in a similar way to their own work.  To develop ideas using different or mixed media, using a sketchbook.  Manipulate and experiment with the elements of art: line, tone, pattern, texture, form, space, colour and shape. | Identification of composition and perspective  Development of rules of perspective, diagonals and ‘vanishing points’  Planning an effective composition from various visual sources  Manipulating different drawing and shading techniques to produce a desired effect | I can explore a composition and identify how the artist/photographer has used perspective.  I can recognise how to create perspective for a piece of artwork.  I can create a 3 dimensional perspective using the vanishing point and diagonals.  I can recognise how to manipulate different drawing mediums to create a specific technique.  I can use the skills I have learnt so far to create a picture focusing on perspective.  I can explain what my picture represents, why I have used the media the way I have and the affect is has on the audience. | Scale  Icon  Fore-ground  Middle-ground  Back-ground  Vanishing point  Horizon  Form  Perspective  Shape  Tone  Composition  Texture  Line  Proportion  Pattern |

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| 2 | **Painting – WW2 artefact** | To analyse various art work by Impasto and looking at texture build up.  To analyse realism and how colour, tints, shades and tones can support the sense of perspective in the painting.  To experiment with colour combinations that compliment the theme or desired effect of a painting. | Effective use of tools to create texture.  Knowledge and use of colour perspective  Building on sketching, using scale and proportion, then painting.  Combining textures and colours for a wear and tear effect. | I can explore and create a range of textures through experimenting with paint, media and tools.  I can create a realistic colour palette using a good understanding of colour mixing and close observation.  I can demonstrate ‘wear and tear’ through the use of painting skills I have learnt so far.  I can draw out my icon using observations to ensure realism.  I can demonstrate the skills I have learnt through painting, to produce a realistic WW2 icon.  I can evaluate my and others art work. | Texture  Media  Tools  3 dimensional  Wear and tear  Paint  Realistic  Realism  Icon  Observation  Shade  Tone  Tint |

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| 3 | **Sculpting – Henry Moore inspired human form** | Discuss the work of artists that appreciate different artistic styles.  Reflect verbally or in writing about creative decisions.  Draw a composition of shapes developed from initial ideas to form a plan for a sculpture.  Talk about artists’ work and explain what they might use in their own work.  Produce a clear sketchbook idea for a sculpture, including written notes and drawings to show their methods and materials needed.  Successfully translate plans to a 3D sculpture.  Work mostly independently, experimenting and trying new things.  Identify and make improvements to their work. Produce a completed sculpture demonstrating experimentation, originality and technical competence.  Competently reflect on successes and personal development. | Discuss how art is sometimes used to communicate social, political or environmental views.  Use personal plans and ideas to design and construct more complex sculptures and 3D forms.  Plan a sculpture through drawing and other preparatory work.  Manipulate wire to form a structure.  Translate ideas into sculptural forms.  Use knowledge of tools, materials and processes to create.  Demonstrate experimentation. | I can explore tone, texture and form in artwork.  I can explore and learn about the work of Henry Moore.  I can identify features of art sculptures and understand the messages portrayed.  I can plan a sculpture through drawing and begin to manipulate my foiled structure.  I can apply skills and knowledge of drawing and sculpture develop ideas into a finished piece using Modroc.  I can review creative outcomes and give opinions. | Form  Joints  Point of contact  Modroc  Stability  Mould  Inlay  Sculpture  texture  air-dry  model  inspiration  sculptor  pre-sketch |