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| **Term** | **Theme** | **Knowledge and understanding** | **Skills** | **What I will know and remember** | **Vocabulary** |
|  | **Drawing – animal print** | Develop a wide range of drawing skills from mark making to techniques such as smudging to create a desired effect.  Children will work on the control of their media as they create a desired design.  **Outcome: Creating own animal print design using a chosen media, demonstrating understanding of the drawing skills learned.** | Introduction to, and use of, a variety of drawing tools  Varied use of (and experimentation with) one drawing tool and subsequent effects  Knowledge of lines and pattern in nature  Development of fine motor skills  Evaluation of most effective tools and techniques | I can explore how to create different marks and dots.  I can explore how different patterns of lines create different effects.  I can explore the effect smudging different media creates.  I can explore using different effects to create animal prints.  I can create animal print drawings using matching marks.  I can complete an animal print design using different media. | Line  Shape  Form  Mark making  Print  Pattern  Smudging  Design  Media |

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| 1. **P** | **Painting – colour chaos animal print**  Local Artist inspiration - Robert Oxley | Develop a wide range of art and design techniques in using colour, (primary, secondary, shade, tint) pattern, texture, line, shape, form and space.  Learn about the work of a range of artists.  Develop an understanding to plan, creating mood boards for a final outcome.  **Outcome: Creating an updated print of their chosen animal skin – with the use of appropriate choice of texture added to paint and the use of mixing colours for desired impact. Following abstract theme from the artists researched.** | Introduction to, and use of, a painting station  Correct use of brushes, water and palate paint  Knowledge of primary and secondary colours  Development of fine motor skills  Experimenting with brush strokes  Mixing solid paint with water effectively  Blending colours using a mixing palatte  Mixing accurate secondary colours  Developing correct brush techniques  Experience of texture through use of paint and solids (sand, straw, glitter etc.). | I can create a collage in the style of Mondrian.  I can create a colour field painting using the colours I have mixed.  I can create a painting using the tints and shades I have mixed.  I can explore how to use different painting tools.  I can use and explore the texture of paints.  I can plan and create a mood board plan for my animal skin painting.  I can create an animal skin pattern using different tools, colours and textures. | Primary colour  Secondary colour  Shades  Tints  Warm colours  Cool colours  Texture  Thick  Thin  Dab  Like  Dislike  Famous |

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| 3 | **Sculptures- Animal pot** | To learn to use a range of materials creatively to design and make products.  To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.  Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.  Recognising the properties of clay.  Identifying simple features of animals and what to include. | Make an animal sculpture.  Moulding clay.  Learn simple methods like pinching, rolling, joining pieces and smoothing surfaces. | I can explore using clay as a 3D art material.  I can experiment with texture, detail and pattern.  I can design the basic shape of my pot.  I can make the basic shape of my animal pot using clay.  I can add colour and texture to my pot.  I can evaluate my 3D sculpture. | Sculpture  Clay  Mould  Press  Fold  Bend  Attach  Imprint  stretch  Pinch  Model  Materials |