| **Term** | **Theme** | **Knowledge and understanding** | **Skills**  | **What I will know and remember** | **Vocabulary** |
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|  | 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 toolsVaried use of (and experimentation with) one drawing tool and subsequent effectsKnowledge of lines and pattern in natureDevelopment of fine motor skillsEvaluation 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 FormMark makingPrint Pattern Smudging Design Media  |

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| 1. **P**
 | Painting – colour chaos animal printLocal 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 stationCorrect use of brushes, water and palate paintKnowledge of primary and secondary coloursDevelopment of fine motor skillsExperimenting with brush strokes Mixing solid paint with water effectivelyBlending colours using a mixing paletteMixing accurate secondary coloursDeveloping correct brush techniquesExperience 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 colourSecondary colour ShadesTints Warm coloursCool colours TextureThick ThinDabLikeDislikeFamous |

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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.  | SculptureClayMouldPress FoldBend AttachImprint stretch PinchModelMaterials |