|  |  |  |  |
| --- | --- | --- | --- |
|  | **Knowledge** | **Skills** | **Vocabulary** |
| **A** | **Drawing****(pencil, charcoal, inks, chalk, pastels, ICT software)** * To know pencils can be used in a variety of ways
* To understand perspective
* To know how to enlarge/decrease a picture

**Colour****(painting, ink, dye, textiles, pencils, crayon, pastels)*** To understand that colours can be mixed
* To know different brushes are used for different purposes
* To know a variety of techniques to apply colour

**Printing/Pattern****(found materials, fruit/veg, wood blocks, press print, lino, string) ( paint, pencil, textiles, clay, printing)*** To know there are different types of printing
* To know that different types of printing can create different textures/patterns which can be symmetrical or asymmetrical

**Texture/Form****(textiles, clay, sand, plaster, stone) (3D work, clay, dough, boxes, wire, paper sculpture, mod roc )*** To know how to weave using a variety of materials
* To know the effectiveness of different adhesives
* To know that work must look aesthetically pleasing

*Artist to be studied each half-term along-side lessons* | * Experiment with the potential of various pencils
* Close observation
* Draw both the positive and negative shapes
* Initial sketches as a preparation for painting
* Scale and proportion
* Colour mixing and matching; tint, tone, shade
* Make colour wheels
* Introduce different types of brushes
* Techniques- apply colour using dotting, scratching, splashing
* Relief and impressed printing
* Recording textures/patterns
* Monoprinting
* Colour mixing through overlapping colour prints
* Using ICT to create images (Pop art)
* Symmetry
* Weaving
* Shape, form, model and construct ( malleable and rigid materials)
* Understanding of different adhesives and methods of construction
* Aesthetics to be a focus of work created
 | * Observation
* Positive/Negative shapes
* Scale
* Proportion
* Tint
* Tone
* Shade
* Technique
* Dotting
* Scratching
* Splashing
* Relief printing
* Impressed printing
* Monoprinting
* Texture/pattern
* Malleable materials
* Rigid materials
* Adhesive
* Aesthetics
 |
| **B** | **Drawing****(pencil, charcoal, inks, chalk, pastels, ICT software)** * To know the proportions to draw a face accurately
* To draw people in proportion using tone, tint, shade

**Colour****(painting, ink, dye, textiles, pencils, crayon, pastels)*** To use a paint programme to use colours to reflect mood

**Printing/Pattern****(found materials, fruit/veg, wood blocks, press print, lino, string) ( paint, pencil, textiles, clay, printing)*** To know how to gather a range of patterns/textures from the environment
* To know and understand the difference between environmental and manmade patterns
* To know what tessellation is

**Texture/Form****(textiles, clay, sand, plaster, stone) (3D work, clay, dough, boxes, wire, paper sculpture, mod roc )*** To know how to manipulate different textures to create an end product

*Artist to be studied each half-term along-side lessons* | * Accurate drawings of people – particularly faces
* Identify and draw the effect of light
* Accurate drawings of whole people including proportion and placement
* Work on a variety of scales
* Computer generated drawings
* Colour to reflect mood
* Use sketchbook for recording textures/patterns
* Interpret environmental and manmade patterns
* Modify and adapt print
* Explore environmental and manmade patterns
* Tessellation
* Experience surface patterns / textures
* Analyse and interpret natural and manmade forms of construction
* Explore a sculptor’s piece of work to use to stimulate own ideas
 | * Proportion
* Placement
* Environmental patterns
* Manmade patterns
* Tessellation
* Sculptor
 |
| **C** | **Drawing****(pencil, charcoal, inks, chalk, pastels, ICT software)** * To know the effect of light on objects from different directions and know the effect on people
* To understand the concept of perspective
* To understand shade, hue, mood, tint and tone

**Colour****(painting, ink, dye, textiles, pencils, crayon, pastels)****Printing/Pattern****(found materials, fruit/veg, wood blocks, press print, lino, string) ( paint, pencil, textiles, clay, printing)*** To have an understanding of pattern building

**Texture/Form****(textiles, clay, sand, plaster, stone) (3D work, clay, dough, boxes, wire, paper sculpture, mod roc )*** To know how to thread a needle
* To understand the difference between types of threads
* To develop knowledge of textile stitches
* To know how to create mood, feeling and movement

*Artist to be studied each half-term along-side lessons* | * Interpret the texture of a surface
* Produce increasingly accurate drawings of objects/people including using perspective
* Explore the use of texture in colour
* Use colour for different purposes
* Combining prints
* Design prints
* Make connections
* Discuss and evaluate own work
* Create own abstract pattern (using previous knowledge) to reflect personal experiences
* Create pattern for purposes
* Use smaller eyed needles and finer threads and refine the running stitch
* Use a wider variety of stitches (cross stitch, backstitch)
* Compare different fabrics
 | * Perspective
* Combine
* Abstract
* Needle eye
* Thread
* Running, back, cross stitch
* Fabrics
 |
| **D** | **Drawing****(pencil, charcoal, inks, chalk, pastels, ICT software)** * To know how images can be manipulated using a graphic package.
* To understand that a digital image is made by layering

**Colour****(painting, ink, dye, textiles, pencils, crayon, pastels)****Printing/Pattern****(found materials, fruit/veg, wood blocks, press print, lino, string) ( paint, pencil, textiles, clay, printing)*** To know a range of different printing techniques
* To know a range of printing techniques used by various artists

**Texture/Form****(textiles, clay, sand, plaster, stone) (3D work, clay, dough, boxes, wire, paper sculpture, mod roc )*** Understand shape, form
* Understand properties of media
* Discuss and evaluate the work of other sculptors

*Artist to be studied each half-term along-side lessons* | * To record, collect and store visual information using cameras or video recorders.
* Present recorded digital images using software (e.g. Photostory or PowerPoint).
* Use a graphics package to create and manipulate new images
* Create layered images from original ideas
* Use colour to express feelings
* Builds up drawings and images of whole or parts of items using various techniques
* Screen printing
* Explore printing techniques used by various artists
* Create pattern for different purposes
* Experience surface patterns / textures
* Analyse and interpret natural and manmade forms of construction
* Explore a sculptor’s piece of work to use to stimulate own ideas
 | * Visual information
* Graphics
* Screen printing
* Patterns
* Textures
 |