

Art and Design			Year 3 & 4		
Cycle A Key: Explore: ■		Create: ■	Improvise: ■	Present: ■	Evaluate: ■
Autumn Term Topic Area: Back to the Iron Age (painting and drawing)	Spring Term Topic Area: Groovy Greeks (sculptures/3D)	Summer Term Topic Area: The World of Bede (textiles)			
<u>Key skills</u> Explore ideas in different ways: Explores shading, using different media Explores using colour and marks to express mood Draws familiar things from different viewpoints Investigate and use qualities of materials and methods to develop practical skills: Develops use of line, tone and shade to represent things seen, remembered or imagined Develops skill of picking different types of brushes for specific purposes when painting Investigate use of viewing frames Adapt and improve work when making images Make observational drawings and sketches to use as stimulus in sketch books Present their work, communicating ideas and meanings Describe the work of others commenting on ideas and purposes that they encounter	<u>Key skills</u> Collect information and practical resources in order to make choices about work: Create texture using rigid and plastic materials and a variety of tools Use stimuli to create 2D and 3D images using a variety of tools and materials Investigate and use qualities of materials and methods to develop practical skills: Select suitable materials and tools with increasing independence for a specific task Recreate 2D images into 3D pieces e.g. Greek vase, own sculpture of local landmark Adapt and improve work when making images and artefacts Communicate ideas and meaning of art work produced Develop ideas through using range of methods to explore and experiment Begin to comment on ideas, methods and approaches of used by artists, crafts people and designers	<u>Key skills</u> To begin to investigate and develop a range of practical skills: Weaves paper, progressing from one to two colours Prints on fabrics and applies decorations with glue Develop skills of simple stitching - using long needle to make straight stitches Develop skill of dyeing techniques and combining this process with printing Use the qualities of materials and processes to suit aims of design: Discriminate between materials Develop more control over the making process Begin to adapt and refine ideas, skills and methods Develop ideas through using range of methods to explore and experiment Collect materials and ideas for work and experiment with materials before use Begin to think about my art work in terms of aim and brief			
<u>Knowledge</u> To begin to understand and identify complementary colours and warm and cool colours To understand how observational drawings can be stimulus to more developed work To understand how shape, colour and tone can be used to describe form	<u>Knowledge</u> To learn about Antony Gormley and his famous sculpture (Angel of North) To understand which materials and tools are most suitable with less support to begin to recognise more advanced materials such as wire and plaster	<u>Knowledge</u> To know how to use dyeing techniques To know how to weave paper To know how to print on fabric To know how to do simple straight stitch To begin to understand the importance of experimenting with materials before use to ensure most suitable choice			
<u>Contacts/ Visits:</u> St Mary's Heritage Centre	<u>Contacts/ Visits:</u> Art Gallery	<u>Contacts/ Visit:</u> Visit from local/ famous photographer			

Art and Design			Year 3 and 4		
Cycle B Key: Explore: ■		Create: ■	Improvise: ■	Present: ■	Evaluate: ■
Autumn Term Topic Area: Vicious Vikings (collage)	Spring Term Topic Area: Rotten Romans (printing)	Summer Term Topic Area: (photography)			
<u>Key skills</u> Collect information and practical resources in order to make choices about work Interprets stories, music, poems and other stimuli Use qualities of materials and begin to use processes to suit aims when designing and making: Develop skills of overlapping and over laying Develops awareness of contrasts in texture and colour e.g. rough/smooth, light/dark Experiments with creating mood, feeling, movement and areas of interest Adapt and refine ideas, skills and methods Present their work, communicating ideas and meanings Begin to relate artwork to the context in which work was made	<u>Key skills</u> Investigate and develop a range of practical skills: Explore images through monoprinting on a variety of papers Investigate and use qualities of materials and methods to develop practical skills: Explore images and recreate texture using wallpaper, string, polystyrene etc Explores colour mixing through printing, using two colours and a variety of materials Adapt and refine ideas, skills and methods Present their work, communicating ideas and meanings Describe the work of others, communicating on ideas and purposes encountered	<u>Key skills</u> Investigate a range of photography skills : Experience a variety of lenses - cameras, telescopes, binoculars Develop an awareness of the use of lenses and their effects on images Begin to use processes to suit aims when designing and making: Alter images through collage, jigsaws, positive and negative shapes Adapt skills of using a camera Explore and experiment with a range of methods to develop ideas for a finished outcome Discuss own work and work of others			
<u>Knowledge</u> To know how to overlap and overlay To understand contrasts in texture and colour To create a collage based on interpretation of a story, music, poem or other stimuli	<u>Knowledge</u> To understand the technique of monoprinting To understand how printing differs from other art processes and how it is used in different cultures To know combination of colour mixing for achieving specific colour and shades	<u>Knowledge</u> To know how to use a camera efficiently To understand how lenses affect the outcome of an image To use a range of lenses to support artwork			
<u>Contacts/ Visits:</u> Laing Art Gallery	<u>Contacts/ Visits:</u>	<u>Contacts/ Visit:</u> Local photographer			