Bradwell Village School

## Art and Design Overview

|  | Autumn |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
|  | Year Three | Year Four | Year Five | Year Six |
| Cross curricular Art | Investigate the Eden Project <br> Sketching Plants and Trees <br> Studying and making in a style - Henri <br> Rousseau | Exploration of painting techniques <br> Artist studies of technique and style <br> Create a work of art using techniques learned to express the fury of a volcano or earthquake | Studying and making in a style - Viking Longships. | Studying and making in a style - West African Masks and Costumes |
| Art <br> Techniques | Understand and identify key aspects such as complementary colours, colour as tone, warm and cold colours. <br> Add detail to work using different types of stitch, including cross-stitch. <br> Sketching and drawing from observation. <br> Exploration of media application. Cutting and layering with collage materials. | Create different effects by using a variety of tools and techniques such as bleeds, washes, scratches and splashes. <br> To use annotation for different purposes in art books. <br> Plan a 3D piece through drawing and other preparatory work and make. Sketching and drawing from observation and image collection. <br> Slabbing and relief using clay. | Continue to explore how to represent texture through application of media. <br> Sketching and drawing using texture, tone and gradation. <br> Begin to show scale and proportion in observational drawings. <br> Observational drawing from a process. <br> To use new and familiar materials to create a 3D model. <br> Using artbooks effectively, with annotations, to show an intended outcome. | Produce intricate patterns and textures in a malleable media. <br> Create intricate printing patterns by simplifying and modifying sketchbook designs. <br> Follow a modelling process, individualise, based on research and refine final piece. |


|  | Spring |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
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| Cross curricular Art | Sketching Studying and making in a style - Greek Figures and Patterns from Greek archaeology. <br> Discuss and research different types of art from a given era. | Colour Theory <br> What is Art? <br> Comparing artists' work <br> Create a work of art in a chosen style <br> Digital photography - framing <br> techniques. <br> Capturing an image. <br> Art in the environment | Studying and making in a style Weather in art/rivers and water | Research ow has art depicted space. <br> Creating an image inspired by our findings. <br> Studies of an artist's work based on our findings. |
| Art Techniques | Greek pot design. <br> Experiment with modelling tools and techniques from the taught process. <br> Sketching and drawing to show awareness of shape, line, tone and texture. <br> Record and annotate own ideas. <br> Evaluate own ideas and know how it could have been improved. | Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques. <br> Experiment with using layers and overlays to create new colours/textures. <br> To use paint in a variety of ways in creating a finished piece based on an artist's style. | Mix colours to express mood, divide foreground from background or demonstrate tones. <br> Add collage to a painted, drawn or printed background using a range of media, different techniques, colours and textures. <br> Select and use techniques, colours, tones and effects in an appropriate way to represent things seen - brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds. <br> Drawing and sketching from observation using composition, line, tone and textural shading techniques. | Use simple perspective in their work using a single focal point and horizon. <br> Using composition, scale and proportion. <br> Refine media application on any final piece. <br> Sketching and drawing from observation and imagery using proportion and perspective. <br> Make informed selections based on their own skill levels and explorations of the media and imagery. |


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| Cross curricular Art | Studying and making in a style - Cave paintings, prehistoric pots | Research different Roman Art work | Studying and making in a style - Tomb wall paintings. | Studying and making in a style Abstract expressionism - How I feel. <br> Exploring colour and indefinite shape in Art. <br> Emotion inspired art |
| Art <br> Techniques | Develop skills in using clay including slabs, coils and slips. <br> To manipulate a range of mark making tools in 2D and 3D work. <br> Evaluate own and others' work and know how to refine. | Create a Roman style art work Explore mosaics, tiles and tessellation. <br> To design and make a Roman style mosaic using observed features. <br> Refine cutting and positioning skills. Developing ability of how to select for effect. <br> Evaluate own and others' work and know how to refine. | To develop an understanding of the Human Figure - Proportion/People in Action/creating movement. <br> To represent the human figure in a historic style - Egyptian. <br> To develop control of media application and selection. <br> To edit and refine final pieces. | Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques. <br> Refine learnt and taught techniques of media application. <br> Make observational studies of facial expressions. <br> Sketching and drawing facial proportion. <br> Using a sketchbook effectively, with annotation, to plan an intended outcome to meet a given brief. |


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| Art Learning | Use a sketchbook for recording observations, for experimenting with techniques or planning out ideas. <br> Experiment with different materials to create a range of effects and use these techniques in the completed piece of work. <br> Explain what he/she likes or dislikes about their work. <br> Know about some of the great artists, architects and designers in history and describe their work. | Use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork. <br> Use taught technical skills to adapt and improve his/her work. <br> Articulate how he/she might improve their work using technical terms and reasons as a matter of routine. <br> Describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied. | Develop different ideas which can be used and explain his/her choices for the materials and techniques used. <br> Confidently and systematically investigate the potential of new and unfamiliar materials and use these learnt techniques within his/her work. <br> Evaluate his/her work against their intended outcome. <br> Research and discuss various artists, architects and designers and discuss their processes and explain how these were used in the finished product. | Select ideas based on first hand observations, experience or imagination and develop these through open ended research. <br> Refine his/her use of learnt techniques. <br> Adapt his/her own final work following feedback or discussion based on their preparatory ideas. <br> Describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts. <br> Explain and justify preferences towards different styles and artists. |
| Termly skills and techniques | Explore shading, using different media. <br> Compare and recreate form of natural and manmade objects. | Use a variety of techniques e.g. marbling, silkscreen and cold water paste. (Mosaic, Sculpture) <br> Drawing familiar objects with correct proportions. | Use line, tone and shading to represent things seen, remembered or imagined in three dimensions. <br> Return to work over longer periods of time and use a wider range of materials. | Begin to develop an awareness of composition, scale and proportion in their work. <br> Follow a design brief to achieve an effect for a particular function. <br> Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices. |

