Art and Design

Year 3/4 Scheme of Work

Boltons C of E School

May 2014

Exploring and developing ideas.

Throughout each unit children will record from first hand observation, experience and imagination while exploring ideas for different purposes.

They will be encouraged to question and make thoughtful observations about starting points and select ideas for their work.

They will explore the role of different artists and crafts people working in different times and cultures.

Evaluating and developing work.

Throughout each unit children will compare their own work to that of other’s and express opinions.

They will adapt their work in response and learn to annotate sketchbooks where working sketches will be kept together with final images of pieces.

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| Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.  Question and make thoughtful observations about starting points and select ideas to use in their work.  Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. |

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|  | AUTUMN | SPRING | SUMMER |
| Year 3 | Collections – using sketchbooks to collect information and recap basic drawing, painting and design skills. Developing enthusiasm for topic of choice. Use of internet for famous artist’s sketch books eg Turner. | Journeys  Primitive art from aboriginals and dreamtime. Printing – including on fabric . Collage work and modifying using ICT skills | Portraits  Photography and drawing skills  Teaching proportion and linking into Rembrandt and Mona Lisa. Degas dancers. Local modern portraits – haaf netting – George Mc Vitae |
| Key skills | Use sketchbooks to collect and record visual information from different sources.  Draw for a sustained period of time at an appropriate level.  Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc.  Record and collect visual information using digital cameras  Mix colours and know which primary colours make secondary colours | Create textures with a wide range of drawing implements.  Apply a simple use of pattern and texture in a drawing.  Create printing blocks using a relief or impressed method  Create repeating patterns  Print with two colour overlays  Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures  Use collage as a means of collecting ideas and information and building a visual vocabulary | Experiment with ways in which surface detail can be added to drawings.  Experiment with different grades of pencil and other implements to create lines and marks.  Record and collect visual information using digital cameras  Mix and use tints and shades |
|  | The French connection  Studying the major influence of  Van Gogh, Monet  Seurat, Cezanne  Art history and painting techniques – brush strokes. | What is art?  Mixed media/collage / 3D/ photography  Turner prize entries and freedom to play- explore concepts. | Gargoyles and Green men  Using gargoyles and the greenman as inspiration for 3D sculpture work using mod rock. |
| Key skills | Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects  Work on a range of scales e.g. thin brush on small picture etc.  Create different effects and textures with paint according to what they need for the task. | Record and collect visual information using digital cameras  Present recorded visual images using software e.g. 2paint apicture, Paint  Use a graphics package to create images and effects with;  Lines by controlling the brush tool with increased precision  Changing the type of brush to an appropriate style e.g. charcoal  Create shapes by making selections to cut, duplicate and repeat  Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose  Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures  Use collage as a means of collecting ideas and information and building a visual vocabulary | Experiment with different grades of pencil and other implements to draw different forms and shapes.  Begin to show an awareness of objects having a third dimension.  Plan, design and make models from observation or imagination  Create surface patterns and textures in a malleable material  Use papier mache or modroc to create a simple 3D object |
| 4 | Animals in Art  Drawing skills in a range of media including paint  Landseer – Monarch of the glen  Rouseau – jungle  Stubbs- horses  Durer – hare | Cartoon time  Printing/ stencilling and flood filling  Manga, Banksy and cartoon drawing of character. | National treasures  Painting and art history  Visit to Castlegate Gallery or Tullie house  Art evaluation  From turner and Constable to logos  Create a piece of work with meaning to you |
| Key skills | Use sketchbooks to collect and record visual information from different sources.  Experiment with different grades of pencil and other implements to achieve variations in tone.  Apply tone in a drawing in a simple way.  Record and collect visual information using digital cameras  Mix colours and know which primary colours make secondary colours  Work on a range of scales e.g. thin brush on small picture etc. | Present recorded visual images using software e.g. 2paint apicture, Paint  Use a graphics package to create images and effects with;  Lines by controlling the brush tool with increased precision  Changing the type of brush to an appropriate style e.g. charcoal  Create shapes by making selections to cut, duplicate and repeat  Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose  Create printing blocks using a relief or impressed method  Create repeating patterns  Print with two colour overlays | Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects  Work on a range of scales e.g. thin brush on small picture etc.  Create different effects and textures with paint according to what they need for the task. |
|  | Mix it up  Mixed media pieces using collage and photography and ICT  Ipad art – Hockney. | Imaginary worlds  Drawing skills  Roger Dean and fantasy writing Avatar  Tolkein’s bestiary  Tonal changes in receeding hills and sky | Tribal art  Sculpture and textile work  Clay and weaving |
| Key skills | Record and collect visual information using digital cameras  Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures  Use collage as a means of collecting ideas and information and building a visual vocabulary | Use more specific colour language  Plan, design and make models from observation or imagination.. dioramas. | Create textures with a wide range of drawing implements.  Apply a simple use of pattern and texture in a drawing.  Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects  Match the tool to the material  Develop skills in stitching, cutting and joining  Experiment with paste resist.  Plan, design and make models from observation or imagination  Join clay adequately and construct a simple base for extending and modelling other shapes |