

Drawing	Painting	Printmaking	Sculpture 3D	Textiles	Collage	Digital Media
-can draw for a sustained period -uses different grades of pencil to achieve variations in tones and lines -is beginning to understand when to use different grades of pencil makes marks on a range of media -can develop intricate patterns using different grades of pencil and other implements -has had opportunities to make drawings that include the third dimension and perspective can identify and draw the effect of light on 3D objects -has been introduced to the concepts of scale and proportion -has begun to draw whole people and include	confidently controls marks made -has experimented with different effects and textures-block colour, washes, thickened paint -has developed painting from a drawing-use light and dark within -shows an understanding of complimentary colours mixes colours, shades and tones with increased confidence -has begun to look at work in the style of a selected artist (not copy) -can make the colours shown on a commercial colour chart - can work with one colour against a variety of backgrounds -has observed colours on hands and faces and mixed flesh colours	has an awareness of mono and relief printing -has experienced fabric printing -has had experience of 3 colour fabric printing -has had experience of combining the prints from different objects to make one end piece -can create repeating patterns -has looked at various artists' patterns -shows an awareness of the effect of time on a sculpture	works in a safe, organised way -cares for equipment -can make a slip to join 2 pieces of clay -can model over an armature eg modroc or newspaper frame -has experience of making surface patterns /textures -can compare the work of sculptors -considers light, shadow, space, size -can investigate, analyse, interpret natural and manmade forms of construction shows an awareness of the effect of time on a sculpture	-has become more confident when applying colour with printing e.g tie dye -can create and use dyes -uses resist paste and batik -can adapt work and explain why -experiments with creating mood, feelings and movement -has looked at fabrics from other countries -can discuss different types of fabric -places more emphasis on the design of textural art	-can apply decoration using a needle and thread, buttons, sequins -uses a wider variety of stitches to "draw" with and develop pattern and texture eg zig zag, chain and seed stitch -can change and modify threads and fabric -can use collage as a means of collecting ideas and building up a visual vocabulary	-explore ideas using digital sources e.g. internet, ipad -can photograph different habitats -can make a photo montage -can create own maps and insert pictures on top of maps -can record, collect and store information digitally -uses a graphics package to create images



proportion, placement and body shape -can work on a variety of scales-A4-to develop wrist movement and large scale- to develop upper arm and upper body movement	-advises and questions the suitability of equipment for a task e.g. size of paintbrush or paper -uses colour to reflect a mood		
Language Enrichment	First Hand Experiences	Purpose and Life Skills	Previous Knowledge
Tones – dark, light, shade, 3D/2D  Shading and mark making, hatching  Textures, materials, colour, reflection, running stitch, seam allowance, sequins, ribbons, fabric  Clay – slip, cross hatching  Modroc – frame, layer,	Sketching – using a variety of materials and shading pencils to experiment and shade various objects and animals.  Sea paintings – visit the Sealife Centre in Bristol Using different media and materials to highlight the movement of different animals.  Sculpture – making models of volcanoes and dragon eyes (mod roc and clay work)  DT linked project – making Christmas decorations using sewing	Learning how to use a paintbrush correctly.  Knowing how to hold and sketch with a variety of pencils and the tension used to make the mark making.	<ul> <li>- uses the environment and other sources to make own patterns, print and take rubbings</li> <li>- designs own motif</li> <li>- creates own patterns using ICT</li> <li>- makes patterns on a range of surfaces e.g. clay, dough, fabric, paper, chalk on a playground</li> <li>- uses mono-printing and relief printing</li> <li>- has experienced 3 colour printing</li> <li>- can combine prints from different objects to produce one end piece</li> <li>- uses colour in weaving to express an idea e.g mood, season</li> <li>- can colour or pattern material e.g. tie dye, batik</li> <li>- shows an awareness of the nature of materials e.g durable, fragile, tough</li> <li>- can use a smaller eyed needles and finer threads</li> <li>- uses colour to create mood, season, seascape</li> <li>- creates patterns on a range of surfaces</li> <li>- can apply beads, buttons, feathers etc</li> <li>- can use layering and overlapping to create effects</li> <li>- can use a variety of stitches</li> <li>- can photograph natural materials</li> <li>- explores ideas using digital sources</li> </ul>



Computing linked project – digital media – creating Easter cards using photo editing skills	- can take close up photos in the natural world/neighbourhood -can create own patterns using ICT -use a graphics package to create images and effects with lines, shapes, colours and textures -



