

Stukeley Federation Art and Design YR 4/5

Throughout the year the children will cover a variety of aspects of the art and design curriculum to ensure all children:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

SMSC

Autumn Term	<p><u>Design & 3D sculpture (coil pots)</u></p> <ul style="list-style-type: none"> • Design & make more complex forms in 3d using a range of materials, start to understand how to finish to a good standard of finish. • Become more confident using modelling materials, work safely and persevere when work is challenging • Start to consider quality of finish • Develop skills in orally describing thoughts, intentions and ideas <p><u>Craft (Weaving)</u></p> <ul style="list-style-type: none"> • Design & make art for different purposes – jewelry, weaving, sewing etc. • Use collage as an art form. Collage, embroider, sew, batik, sewing, weaving, jewelry etc. • Describe their work and the work of others
Spring 1	<p><u>Printing</u></p> <ul style="list-style-type: none"> • Make art from observations, their environment, photographs then translate them in new materials • Use sketchbooks to practice and try out ideas and techniques • Use printing blocks to create artwork related to topics and themes and to explore pattern. • Use simple motif printing blocks to create and print more complex patterns- tessellating and interlocking. • Explore pattern print of wallpaper • Make choices and decisions about their art
Spring Term 2	<p><u>Knowledge of Artists/</u> (Walt Disney illustrations/ animations)</p> <ul style="list-style-type: none"> • Study famous works of art, crafts, design and give personal opinions • Talk about how the artists produced his work, what the background to the art is and why it was made <p><u>Computer Art</u></p> <ul style="list-style-type: none"> • Make art using art programs <p><u>Sketchbooks experimentation</u></p>

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| | <ul style="list-style-type: none">• Develop initial ideas into final work, adapting it as it progresses and talk about the journey to achieve it |
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