

Dewhurst St. Mary Art overview.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Focus Artists	Van Gogh	Kadinsky	Monet Henry Moore	Turner (landscapes link to Geography) Great Architects	Andy Warhol	Choose an artist from The Renaissance Period - Raphael, Michelangelo or Leonardo De Vinci
Sketchbooks	Use sketchbooks to collect ideas	Use sketchbooks to collect ideas	Use sketchbook to collect and work out ideas.	Use sketchbook to collect and work out ideas.	Collect images and information to inform and develop ideas.	Collect images and information to inform and develop ideas.
Pattern & Line	Experimenting with mark making. Charcoal (possibly to link with Toys theme-draw charcoal teddy bears) Observational drawing of favourite toy.	Experimenting with mark making. Recreate texture of rubbings using pencils or take pencil for a walk & fill in shapes with different marks. Set up a still life with different textures (e.g. soft fur, shiny metallic tins and rough textured bark). Ask the children to find an equivalent for these surfaces with their mark-	Introduce different hardness of pencils and the effect on tone. Include an observational drawing opportunity to recreate the marks and patterns seen in objects. Explore qualities of line e.g. angry, calm. Drawing to music.	Mark making with pencil-hatching, cross hatching, stippling Mark making with pastels. Using shadows in observational drawing.	Select their own tools and techniques for a desired outcome.	Shading to create 3D effect. Plan and modify ideas and symbols in pattern and line eg organising a printmaking activity.

		making				
Colour & Tone	Colour mixing using primary colours.	Colour mixing with primary colours and secondary colours with the addition of black and white and other hues to match found objects. Warm & cool colours.	Explore complimentary colours and colours that stand out. Explore how tone in pictures can create depth.	Watercolour techniques. Explore how artists have used colour to convey mood. Create own painting portraying particular mood.		Explore use of tone to describe 3D nature of objects.
Printing	Make marks in print with a variety of objects & techniques- mono print, block and resist printing	Build repeating patterns and recognise pattern in the environment Create simple printing blocks with press print		Experiment with monoprinting.	Develop understanding of press print- building up layers of colour.	Create printing blocks by simplifying an initial sketch book idea. Create prints on paper and fabric.
Mixed-media & textiles				Collage		Batik-animal theme (link with Science)
Texture	Use charcoal to create textured effect-teddy bears. Develop vocab related to texture. LCP Unit 1B	Explore rubbings of different textures- develop vocabulary related to texture. Translate observed	Use different media to express qualities of texture e.g. use thickened paint to create texture.	Opportunity to work with tactile media-textiles and fabrics. (Link with DT)		

		textures using drawing media. Clay-build a textured relief tile by pressing natural objects into malleable material.				
Shape, Form and Space-Sculpture	<p>Manipulate clay/dough in a variety of ways eg rolling, kneading and shaping.</p> <p>Experiment with, construct and join recycled, natural and made materials. (link with D&T)</p> <p>Clay-thumb pots/divas</p>		<p>(LCP 3c Can We Change Places?)</p> <p>Explore work of Henry Moore</p> <p>Make a maquette</p> <p>Learn how to join clay effectively.</p> <p>Refer to LCP Unit 1a What is sculpture?</p>	<p>Learn how to join clay effectively: coil pots or activity involving joining clay which could be creating clay Gaudi style animals.</p>	<p>Carving-Use tools to carve and add shapes texture and pattern-carve soap- link to Ancient Egyptians-scarab, Ankh, Cartouche.</p> <p>5B Containers Understand the wide range of methods and techniques used to make containers e.g. African basket Look at work of Clarice Cliff. Explore ideas for designing a container with</p>	<p>Introduction to perspective/vanishing point.</p>

					flat geometric designs. Make a 3D container	
Evaluating	Evaluate their own and others' work. Including work of focus artist.	Evaluate their own and others' work. Including work of focus artist.	Evaluate their own and others' work. Including work of focus artist.	Evaluate their own and others' work. Including work of focus artist.	Evaluate their own and others' work. Including work of focus artist. Analyse, comment on methods used by Ancient Egyptians. How did Ancient Egyptians carve The Diorite Statue of Khafre-diamond not yet discovered?	Evaluate their own and others' work. Including work of focus artist.
Themes & Cross Curricular links	1A Self- portraits 1B Investigating Materials (link with science) weaving etc History-Toys Look at Breugel's Children's Games.	Australia- Aboriginal Art 2C Can Buildings Speak? Artist Lisa Milroy Rubbings Printing with objects Use school buildings as a resource for first		Paper Maché - Greek masks (link with History) The following LCP unit could extend from focus on Architects & Gaudi who was inspired by Nature. 2B Mother Nature	Ancient Egyptians-soap carvings	6A People In Action Make observations of figures. Analyse and explore portraits from different times. Look at the work of diff artists and explore the ways in which people are represented. Expressionists.

		<p>hand observations. Develop drawing skills. Use of sketchbooks. Tile relief using clay. Ext- Hunterwasser building Mixed Media Make a 3D model.</p> <p>Geog/History- Significant People from the past/portraits</p>		<p>Designer Investigating natural forms. Artists: William Morris Matisse Rousseau Georgia O'Keeffe Draw from nature Design & make a fabric collage Romans-mosaic</p>		<p>Bernini's Sculptures Matisse Bocciono Joan Miro Ext: Matisse style collage Distort Images-ICT</p>
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