## CAYTHORAS

## Art Curriculum – Year 3 and 4 – Cycle A

## For characteristics of our school please see the Art and Design Hierarchy Document

	See <u>DT Curriculum Cycle A</u> and <u>Cycle B</u> document for learning intentions linked to textiles. See Computing curriculum <u>Cycle A</u> and <u>Cycle B</u> for learning intentions linked to Digital media						
	Key Stage 1		Key Stage 2				
	Pupils should be taught:  to use a range of materials creatively to design and make products  to use drawing, painting and sculpture to develop and share their ideas, experience  to develop a wide range of art and design techniques in using colour, pattern, tex  about the work of a range of artists, craft makers and designers, describing the didifferent practices and disciplines, and making links to their own work.	to improve their mastery of art a					
Non- Negotiables	Develop Ideas: A1: Develop ideas from starting points throughout the curriculum A2: Collect information, sketches and resources A3:Adapt and refine ideas as they progress A4:Explore ideas in a variety of ways  A5: Comment on artworks using visual language  Inspiration from the Greats: A31: Replicate some of the techniques used by notable artists, artisans and designers. A32: Create original pieces that are influenced by studies of others.						
Year 3/4 Hierarchies	Children will learn about how and why art was created thousands of years ago and develop skills to create a drawing replicating technique from the past) of cave painting). Children could also explore making paints from natural materials.  Drawing: A16: Use different hardnesses of pencils to show line, tone and texture.  A17: Annotate sketches to explain and elaborate ideas.  A18: Sketch lightly (no need to use a rubber to correct mistakes).  A19: Use shading to show light and shadow.  A20: Use hatching and cross hatching to show tone and texture.  Revisiting from Year ½ - Drawing  Revising from cycle A -	3D sculpture – children will develop skills of working will create pots and plates in an Ancient Greek style.  A13: Create and combine shapes to create recognisable of from nets or solid materials)  A14: Include texture that conveys feelings, expression or movement using clay and other mouldable A15: Add materials to provide interesting detail.  Painting: A7: Mix colours effectively  Revisiting from Year 1/2: Sculpture  Revising from cycle B:	orms (e.g. shapes made	Printing – children will develop skills of printing to create a print inspired by the Ancient Egyptians  A21: Use layers of two or more colours.  A22: Replicate patterns observed in natural or built environments.  A23: Make printing blocks (e.g. from coiled string glued to a block).  A24: Make precise repeating patterns.  Revisiting from Year 1/2: printing  Revising from cycle B: cave painting,			
	Autumn 1 – Cave Drawings	Spring 1 – Clay modelling		Summer 2 - Printing			
Resources	Sketch books, examples of cave paintings (Chauvet Cave), sketching pencils, pastels in earthy tones, charcoal, tinted paper/tea stained paper  Texts: The First Drawing by Mordicaj Gerstein, Stone Age Boy by Satoshi Kitamura,	Examples of 3D models, clay, clay tools, clay boards, wire, Images of Greek pots and plates Clay ( rolled out into small balls) Squares of card to work on ( to prevent the clay from sticking to the table). Modelling tools. PowerPoint, Camera to take pictures (evidence)  Texts:		Useful guidance for printing techniques, foam board printing instructions, 15x15 piece of paper, 15x15cm polystyrene printing tiles, printing ink, rollers (for paint and some for dry to press down the tile), paint trays, Print artists - Lino Print Edward Bawden (1930-1989), Irving Amen (1918-2011), Mono Print Marc Chagall (1887 – 1985), Collagraph Print Roxanne Faber Savage (Present) Screen Print Andy Warhol (1928 – 1987), Osvaldo Ramirez Castillo (1947 – Present)  Texts:			
Vocabu lary	Line: charcoal, pencil, crayon, chalk, pastels, pens. Form and shape: grades, forms, shapes, third dimension Tone: variations, tone Texture: pattern texture, proportion, emotion, expression	Coil, roll, sausage, Greek, myth, design, pottery, geometric shapes, shape/ patterns, earth colours		Hieroglyphs, tomb paintings, repeating, print, mono print, collograph, half drop, full drop, line, colour, abstract, form,			
Flashbacks	<ul> <li>Know how to use thick and thin brushes.</li> <li>Know how to make colours using knowledge of primary and secondary colours.</li> <li>Know how to add extra detail to artwork.</li> <li>Know how to create a striking effect through the use of materials.</li> <li>Know how to create pieces of work with precision.</li> <li>Know how to create collages using different skills such as: coiling, overlapping, tessellation and mosaic.</li> </ul>	<ul> <li>Know how to mix materials to create texture.</li> <li>Know how to take inspiration from other artist's work and make comments on its effect.</li> <li>Know how to create their own collage using materials.</li> <li>Know how different pencils can influence the hardness of drawing.</li> <li>Know how to evaluate sketches and use elaborate on these with own ideas.</li> <li>Know how to use shade, sketch lightly and hatch/cross hatch to show tone and texture.</li> </ul>		<ul> <li>Know how to make prints using shapes.</li> <li>Know how to create a repeating pattern using prints.</li> <li>Know how to use different shapes and colours to create overlapping prints.</li> <li>Know how to create and combine shapes to create recognisable forms.</li> <li>Know how texture can be used to add feelings and emotions into a piece of clay or other mouldable material.</li> <li>Know how to create interesting detail by adding materials.</li> </ul>			
Lesson 1	WALT: use sketch book to collect information, sketches and resources.  Activities: Children research art work which exists from the Stone Age. What do stone age cave paintings tell us about stone age life? What animals were there? Do these animals live now? Allow the children time to absorb the details and complexity of the images. Discuss them as a class or in small groups. Use sketchbooks to begin sketching some of the animals and landscapes found in tone age cave paintings. Children to annotate ideas within sketchbooks. (model this to inspire pupils with ideas and demonstrate expectations of presentation in sketchbooks)  Children will know:	WALT: develop the skills of rolling clay. Activities: Show the chn a PowerPoint showing a variety models shaped (coils of long thin clay)? What skills were making the shapes? Model rolling the into a ball and the shape. Using the sausage shape, ask the chn to coil it into the opportunity to experiment with this. Children will know:  how to roll clay into a ball or sausage shape. How to discuss their ideas using some artistic volume. how other artists have used clay to create models.	needed? Chn experiment into a long sausage/ worm a bowl shape. Allow the cabulary.	WALT: develop skills in mono printing through experimentation Activities: Look at variety of artwork using the print techniques. How has the artist created these effects? What is mono printing? Show children images/sketches of buildings. Children create a sketches of buildings shown. Demonstrate how to monoprint (roll layer of ink – lay paper lightly on top – draw outline of image – rub lightly for shaded areas, press harder for darker areas – remove the paper). Experiment printing on other media (newspaper etc) Use other colours when dry.			

	<ul> <li>how art can help form our knowledge of our history.</li> </ul>		When pupils become confident with the initial technique they should begin
	<ul> <li>how stone age life was different to now.</li> </ul>		layering using the same process with different colour ink to highlight and show
	<ul> <li>how stone age art was different to modern day art.</li> </ul>		layers. The pupils must ensure that the print they are working on is dry.
			Extension: Pupils should begin to use different backgrounds for their prints,
			such as newsprint, coloured paper or create a collage to work on
			Children will know:
			and recognise artwork created using print techniques
			how to use clear mark making.
			How to select appropriate backgrounds.
			How to develop skills in mono printing through experimentation.
	WALT: develop the skill of sketching lightly	WALT: know and refine use of tools to create patterns and effects in clay	WALT: create a printing block and use it to print patterns
	Activities: What have we learned so far about stone age art work? Reflect upon the	Activities: Roll out the ball until it is a couple of centimetres thick. Leave out a	Activities: Blocks can be created from an assortment of wood offcuts and a
	importance of cave paintings such as Chauvet as they give clues into our history and how	selection of different tools on the children's tables. Children investigate the	thin sticky-back foam. Each to create a simple block with their initial
	generations of people have lived on Earth. Q: How might the experiences of these people	impressions that they can make using the different tools. Children to roll their clay	letter/hieroglyph and then create patterns with it. Using easy polystyrene,
	have been different? Q: How was art work produced? Why was it produced? Q: How is		show the process of creating a print. 15x15cm pieces of paper to plan
	sketching different to drawing an outline for example? Teacher modelling. Encourage the	back into a ball before using a rolling pin to create a flat surface. They can use a	design, lay over the 15x15cm piece of polystyrene tile and trace the design.
	children to discuss the differences and how this can be achieved by holding the pencil	blunt knife to cut a square tiles from the clay. The children can then use the	Remove paper and etch design clearly for a clear print.
	differently.	different tools to try and reflect a part of the myth that was read during the	Children will know:
	Children will know:	introduction.	know how to create a simple printing block.
7	<ul> <li>sketching is different to drawing an outline.</li> </ul>	Children will know:	how to create patterns with their printing block.
Lesson	<ul> <li>how to sketch lightly (no need to use a rubber to correct mistakes).</li> </ul>	how to roll clay into a ball.	<ul> <li>know how to experiment with a range of patterns including</li> </ul>
ess	<ul> <li>how to create drawings inspired by cave paintings</li> </ul>	how to use a rolling pin to create a flat surface	repeating, half drop, full drop and random.
Ľ		how to use tools to create patterns in the clay	
	WALT: use different hardnesses of pencils to show line, tone and texture	WALT: create a design for a Greek pot or plate	WALT: to be able to adapt a printing block to create a repeating pattern
	Activities: Teacher modelling and use of different hardnesses of pencils to show line,	Activities: Chn to sketch two designs – one for a small pot, one for a plate. These	Activities: Using last week's designs or create a new one - demonstrate how
	tone and texture. The children are going to practise this technique in their sketch books,	can be coloured with traditional colours if time (browns, oranges, beiges, blacks).	to create repeating pattern within the prints by folding paper deign in half
	drawing different stone age scenes. Children could annotate types of pencils used for	Children will know:	and drawing on design – open up and add to the tile design.
	different effects (model this for expectation of presentation in sketch books)	<ul> <li>how to use and name some design features of Greek pottery in my own</li> </ul>	Children will know:
m	Children will know:	work.	how to create a printing tile.
Sor	that changing the pressure on the pencil effects the tone and texture of the	how to evaluate and name features of Greek pottery used in my own work.	know how to create a repeating pattern within the prints.
Lesson	mark		how to add to/adapt their original design to create a further image
_	how to use different harnesses of pencils to show line, tone and texture.		when the block is repeat printed.
	WALT: use shading to show light and shadow.	WALT: create and combine shapes to create recognisable forms (Greek pot or	WALT: to print building layers of two or more colours
	Activities: Identify and state why areas of light and dark/shadow are within a sketch.	plate).	Activities: Use any other the printing produced in previous sessions to build
	How was this effect created? Why is it needed (adds depth to the picture 3D) Teacher	Activities: Chn to discuss with a partner which of their designs they will be choosing	an additional colour onto the image.
	model using shading to show areas of light and shadow. (Charcoal link to cave drawings)	(pot or plate) and explain why. At each step discuss and model with some clay how	Children will know:
	Children should explore applying this skill using sketching pencils, pastels and charcoals.  Children will know:	these techniques are achieved. Model using thumb pressure how a plate would be achieved. Using a PVA spatula and other clay tools, show children how they can	know how to create patterns with their printing block.      language of the printing block.
	how to use shading to show areas of light and shadow within a sketch with	achieve patterns and images by carving into the clay. Demonstrate how mistakes	know how to print building layers of two or more colours
<b>+</b>	greater accuracy and control.	can be covered by using thumb pressure.	
4 4	<ul> <li>how to evaluate the use of shading effects using different media.</li> </ul>	Children will know:	
Lesson	now to evaluate the use of shauling effects using unferent filedia.	how to make a small pot or plate made of clay.	
ق		to create some of the design features of Greek pottery.	
	WALT: To use hatching and cross hatching to show tone and texture.	WALT: To use colour mixing to generate authentic colours for Greek pottery.	WALT: To select appropriate materials to create a textured surface to
	Activities: Identify where cross hatching has been used. What effect does this have?	(revising Y1/2 art)	produce a collagraph plate
	Where could we use it? Teacher model how to use hatching and cross-hatching, when	Activities: Ask the children to discuss and share the colours they think they would	Activities:
	and where the effect can be used to create tone and texture within a sketch. Children	use on their Greek plate or pot. Discuss as a class, begin to correct any	Collagraph Printing is a print making process where textures and materials
	should explore applying this skill using sketching pencils, pastels and charcoals.	misconceptions. Ask: Why would they have mainly use earth tones?	are placed in a collage on a plate (such as cardboard) to create a block
	Children will know:	Discuss the different techniques achieved and keep referring back to the colours the	suitable to print. It is similar to creating a block print, but uses a wide variety
	how to use hatching and cross hatching to show tone and texture	Greeks used on their pottery (oranges, beiges, browns, blacks). Explain that they use	of textures. Could use style of Ancient Egyptians.
	when and where hatching and cross hatching can be used in a sketch	mainly earth tone as they would have used natural items that were readily available	Children will know:
ın	<ul> <li>evaluate the effects of hatching and cross hatching with different media.</li> </ul>	around them (rocks, minerals, plants).	<ul> <li>how to print building layers of two or more colours.</li> </ul>
oo		Children will know:	how to select appropriate materials to create a textured surface to
Lesson		which colours are appropriate I can colour mix orange.	produce a collagraph plate.
ı		how to paint my pot/plate in the style of Greek pottery.	how to create a textual collagraph print.

		WALT: create a cave painting applying sketching skills.	WALT: give peer feedback on artwork produced by the class group.	WALT: give peer feedback on artwork produced by the class
	Activities: Discussion to recap what we have learned – how can take their learning  A		Activities: Explain that we have created a class gallery space with the pots/plates	<b>Activities:</b> Explain that we have created a class gallery space with the landscapes from the class. Give chn post its and ask them to leave 3
further? Teacher to model to the difference between sketching onto their stained paper		further? Teacher to model to the difference between sketching onto their stained paper	from the class. Give chn post its and ask them to leave 3 comments on their	
		and sketching onto cartridge paper. The lines may be less visible, this does not mean you	favourite pieces explaining what they liked about them. Model how to leave a	comments on their favourite pieces explaining what they liked about them.
		should press harder, they simply have to work carefully and accurately. Model again	comment that is positive and can also contain constructive feedback.	Model how to leave a comment that is positive and can also contain
	using some of the resources which the children will have to create Earthy tones to colour		Children will know:	constructive feedback.
the		the cave painting, creating a realistic replica.	and identify good techniques	Children will know:
		Children will know:	How to evaluate their suitability for the task	and identify good techniques
		<ul> <li>how to use a range of materials effectively</li> </ul>		<ul> <li>how to evaluate their suitability for the task</li> </ul>
	9	<ul> <li>how to sketch effectively onto a different surface</li> </ul>		
	<b>G</b>	<ul> <li>how to create a realistic cave painting replica</li> </ul>		
	SSS	<ul> <li>how to apply skills taught within the unit to create a sketch with greater</li> </ul>		
	ž	accuracy and control		
	Key	- Know how different pencils can influence the hardness of drawing.	- Know how to create and combine shapes to create recognisable forms.	- Know how to make their own printing blocks.
	Knowledge	- Know how to evaluate sketches and use elaborate on these with own ideas.	- Know how texture can be used to add feelings and emotions into a piece of	- Know how to replicate patterns observed in different environments.
		- Know how to use shade, sketch lightly and hatch/cross hatch to show tone and	clay or other mouldable material.	- Know how to use layers of two or more colours.
		texture.	- Know how to create interesting detail by adding materials.	- Know how to make repeating patterns with precision.