Cubism

Suggested artist: Picasso (collage)

Autumn - collage

Children will develop their understanding of materials and how to use these to create a collage. Children will be taught how to tear, cut, scrunch and fold for a purpose and discuss the texture as a result of the manipulation. Children could explore different types of glue and how to best apply pieces to create a picture. Children will begin to explore printing ideas and how to include this in the composition of their piece. Why do we follow on with this unit? Creating foundations for later textiles work. Building on the idea of collage, colour and manipulating materials.

What skills will we continue to build upon? Composition, form, layering, shape, line, manipulating materials.

Textiles

Suggested artist: Gunta Stölzl, revisit links to Mondrian

Spring - Textiles

Children will explore different fabrics and be able to name them. Children will be taught how to dye different fabrics. Children will develop related vocabulary to engage in discussion around practical work for knotting, weaving and plaiting of fabrics.

Sculpture

Suggested artist(s): Alexander Calder (links to Emma Orchardson)

Summer - Sculpture

Children will explore what makes a sculpture and the different methods and forms this can take (wire, mod rock, clay, metal, paper). Children will be able to select materials to create and enhance expression. The children will be taught how to critically evaluate a piece of work and make links between their own work and that of significant artists.



Interior Designers Suggested artist(s): William Morris/Cath Kidston

Autumn - Printing

Children will explore block printing and how to create their own block for printing. Children will develop their understanding and application of repeating patterns, colour selection and composition. Children will learn how to layer colours and the different effects this can have on colour and pattern. After completing their own relief printing, children will be supported to make constructive reflections on the process of their own work. Why do we follow on with this unit? Moving on from printing to applications in the real world. Sewing presents, a new fine motor challenge, suitable for the stage of development.

What skills will we continue to build upon? To build on selection of tools, colour, texture and materials. Developing children's knowledge of current artists.

Fashion Designers

Suggested artist(s): Vivienne Westwood

Spring - Textiles

Children will learn the importance and relevance of sewing and be able to stitch with purpose. The children will be taught how to thread a needle and use a variety of simple stitches including running, gathering and cross stitch. They will design and use a sewing pattern to create a simple item e.g. bag.

Why do we follow on with this unit? Contextual (season). Introduction to a new medium and

What skills will we continue to build upon? Tints and tones, colour, line, composition, expression.

Impressionism Suggested artist(s): Monet

Summer - Painting

Children will be introduced to landscape paintings and explore different types of paint and the effect they have. This may include watercolours and the significance of cartridge paper in creating watercolour paintings. Children will be taught how to use watercolours to create a wash.



Digital Collage Suggested artist(s): David Hockney

Autumn - Collage and Digital Media

Drawing upon traditional collaging techniques taught in Year 3, children will take, select and use photographs by overlapping and layering. Through areas of individual interest, the children will experiment with creating mood, feeling and movement through natural landscapes and townscapes. This could also include the development of photography e.g. rolls of film, polaroid, digital etc. Why do we follow on with this unit? Introduce architectural sculpture as a follow on from townscapes in digital collage.

What skills will we continue to build upon? Develop rolling, pinching, cutting techniques and use their prior knowledge of decorative detail.

Abstract Sculpture

Suggested artist(s): Antoni Gaudi

Spring - Sculpture

Children continue to explore texture and learn the technique coiling. Children will be taught how to join through scoring to build up and create different shapes. Children will use mosaic techniques to add detail and embellishments. Through explorations children will develop their understanding of architecture and related human features.

Illustration

Suggested artist(s): Quentin Blake, Axel Scheffler, Beatrix Potter, Roy Lichtenstein (Pop Art)

Summer - Drawing and Painting

Children will learn about techniques for different styles of sketching whilst introducing inks and watercolours and the impact this has on the reader. Children will apply the skills developed to create illustrations to a brief for a given passage of text. Compare different illustrative styles and develop their own style.





Self Portraits

Suggested artist(s): Annie Lebovitz

Autumn - Digital Media

Children will use research to develop their understanding of photo portraiture, to take in focus photographs that show consideration for angles, perspective and lighting. Children will then use computing software to edit photographs and explore mood and filter effects to give an artistic flair. Why do we follow on with this unit?

Children will be using the facial acetates to underpin block prints.

What skills will we continue to build upon? Lines, shape, proportion and form

Relief Printing and Colour

Suggested artist(s): Andy Warhol

Spring - Relief Printing and Colour

Children will learn about the history of relief printing and the impact on mass production products. Children will revisit repeating patterns of an increasingly intricate nature. Using the line drawing created in the previous unit children will develop and create their own block for printing. Children will experiment with a choice of colour to investigate contrasts.

Sculpture and Animation Suggested artist(s): Nick Parks/ Tim Burton/ Laika Studios

Summer - Sculpture and Digital Media

Children will sculpt and model a miniature malleable character using skills developed over previous units. Children will be taught to consider proportions and form to make a realistic prop for animation

