

ST HUGH'S CATHOLIC PRIMARY SCHOOL

MEDIUM TERM PLAN – Art & Design Skills Year B

SUBJECT: ART

KEY STAGE ONE		LOWER KEY STAGE TWO		UPPER KEY STAGE TWO	
Drawing: Experimenting with Media	Children experiment with different art media and use 2D shapes to create abstract works inspired by the works of the artists Wassily Kandinsky, Renata Bernal and Ilya Bolotowsky.	Drawing: Observational	Draw a familiar object from observation, sketching light lines first then completing details, texture and colour.	Drawing: Stylistic	Create a portrait using the continuous line method. Use text to add detail to the portrait. Vary size of letters.
Painting: Colour Mixing	Children use knowledge of mixing primary colours to create different shades of secondary colours	Painting: Colour Mixing	Learn that a tint is made by adding white and a shade by adding black. Pupils use knowledge to paint an object and complete a contrasting background learning about the technique of Diego Valezques.	Painting: Packaging	Use a grid to upscale a chosen section of a drawing and paint accurately.
Craft & Design: Printing	Children develop printing skills using objects or materials	Craft & Design: 3D	Design and use different materials to make a 3D artwork.	Craft & Design: Collage – Packaging Drawing:	Create a collage and

	to design and create a pattern		Finish to a high standard.		Draw from observation. Colour accurately.
Art Analysis	Children study the work of artist Louis Wain and develop an understanding that artists can tell stories through their work. They compare images by the same artist and describe how a picture makes them feel.	Art Analysis	Children study the work of artist Carl Giles and draw cartoon characters, inspired by the style of him and other artists. They talk about the key features of a piece of art and compare their work to that of other cartoon artists.	Art in the world Design	Children understand that all made things begin with a design. Children use drawings and notes to express their ideas, select an idea and draw in full from a sketch and include annotations.
At The End of This Module, pupils will be able to:					
<i>Experiment with different mark making media, describing effects and stating their preferences</i> <i>Use 2D shapes to produce abstract work inspired by various artists,</i> <i>Mix secondary colours and create shades</i> <i>Design and print using materials and objects</i> <i>Understand artists can tell stories through their work</i> <i>Compare images by the same artist</i> <i>Describe how artworks make them feel</i>		<i>Draw objects from observation, adapting and adding details</i> <i>Use tints and shades for contrast in painting</i> <i>Design and make 3D artwork</i> <i>Draw cartoons in the style of Carl Giles and compare their work to others</i>		<i>Use the continuous line method to create a portrait</i> <i>Add text as part of a drawing, varying size of detail as appropriate</i> <i>Draw from observation</i> <i>Use a grid to upscale</i> <i>Create a collage from recycled materials</i> <i>Use colour accurately</i> <i>Develop an understanding of design and the design process</i>	