

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	Topic	Settling in/Routines/Feelings - zones of regulation	Why do leaves go crispy?	How many colours in a rainbow?	Are eggs alive?	Why can't I have chocolate for breakfast?	Can we explore it?
	I can	<ul> <li>Explore differe</li> <li>Develop their or</li> <li>Join different r</li> <li>Create closed sl</li> <li>Draw with incre</li> <li>Use drawing to</li> <li>Show different</li> </ul>	wn ideas and then decid naterials and explore di hapes with continuous li asing complexity and de represent ideas like mo	e which materials to use to fferent textures. nes and begin to use these stail, such as representing o	shapes to represent objects. a face with a circle and includi		
R	Topic	How do you feel today? Can you tell me a story?	Why do squirrels hide their nuts?	Are we there yet?	Are Carrots Orange?	Why do Ladybirds have spots?	Who Lives in a Rock Pool?
	<ul> <li>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</li> <li>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> <li>Create collaboratively, sharing ideas, resources and skills.</li> </ul>					Working in 3D and wi	ith natural
	Early Leaning Goals  Children at the expected level of development will: - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, for - Share their creations, explaining the process they have used; - Make use of props and materials when role playing characters in narratives and stories.						nd function;



У1 То	ppic	Art and design: Design, drawing, craft, painting and art appreciation	Sculptures and collages (Theme: Living things)		Formal elements of art: Shape, line and colour	
Ic	3	1. I can introduce sketchbooks 2. I can make a print design 3. I can make a print based on the Great I can Fire of London 4. I can draw with different media 5. I can mix different shades of green	<ol> <li>I can create a pat</li> <li>I can create a 3D</li> <li>I can make a 3D s</li> <li>I can plan and creat</li> <li>I can paint our class</li> </ol>	model of a creature culpture ate a sculpture as a class	<ol> <li>I can create abstract art.</li> <li>I can explore lines and create a line drawing.</li> <li>I can create a water effect.</li> <li>I can learn about colours.</li> <li>I can paint with different colours.</li> </ol>	
Sk	ć	6I can look at a picture in detail and talk about it  Pupils should be taught to  develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space.  use a range of materials creatively to design and make products.  use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.  learn about the work of a range of artists, craft makers and designers, describing the	Pupil should be taught  use sculpture to de ideas,  develop art and despattern,  use drawing, painting and share their ide imagination to develoes in texture, line, shape	to velop and share their sign and techniques in using ng and sculpture to develop as, experiences and lop a wide range of art and n using colour, pattern,	Pupils should be taught   develop a wide range techniques using color texture, line, shape,  learn about the worl artists, craft maker describing the diffe similarities between practices and discip	to e of art and design our, pattern, form and space. K of a range of s and designers, rences and different lines, and making



	different practices and disciplines, and	<ul> <li>develop a wide range of art and design</li> </ul>	<ul> <li>evaluate and analyse creative works</li> </ul>
	making links to their own work	techniques,	using the language of art, craft and
		<ul> <li>to know about the work of a range of artists,</li> </ul>	design.
		craft makers and designers.	• use drawing, painting and sculpture to
			develop and share their ideas,
			experiences and imagination.
Key Vocab	• pattern	• omnivore	• abstract
	• construction	<ul> <li>carnivore</li> </ul>	• art
	• geometric	<ul> <li>herbivore</li> </ul>	• shapes
	<ul> <li>shapes</li> </ul>	<ul> <li>camouflage</li> </ul>	primary colours
	<ul> <li>names of 2D and 3D</li> </ul>	<ul> <li>recycled</li> </ul>	secondary colours
		<ul> <li>collage</li> </ul>	
		• pattern	
		<ul> <li>symmetry</li> </ul>	
		• 3D	
		<ul> <li>sculpture</li> </ul>	
Sticky	<ul> <li>The two colours we mix together to make</li> </ul>	<ul> <li>Camouflage enables animals and insects to</li> </ul>	<ul> <li>The three primary colours are red,</li> </ul>
Knowledge	green are blue and yellow.	blend, into their surroundings so that they	yellow and blue.
	<ul> <li>To blend is to join two colours, tones or</li> </ul>	can't be seen.	<ul> <li>Abstract art uses lots of shapes.</li> </ul>
	images together gradually and gently.	<ul> <li>Andy Goldworthy is an artist who is well</li> </ul>	<ul> <li>Composition is the arrangement of</li> </ul>
	<ul> <li>Louis Wain was an artist who liked to draw</li> </ul>	known for using natural materials,	elements within a work of art.
	cats and dog.	<ul> <li>Sculptures can be made by carving, modelling</li> </ul>	You can make secondary colours by
		or placing materials together. They can be	mixing primary colours to make purple,
		made out of stone, wood, clay or any other	orange and green.
		material the artist wants to use!	
		<ul> <li>Etching means scratching at a surface, and</li> </ul>	
		this technique can be used to create a	
		pattern.	



	Expert evidence	<ul> <li>Creating a memory box using shoe boxes.</li> <li>Making a picture frame.</li> <li>Creating family pictures.</li> </ul>	<ul> <li>Andy Goldsworthy art- using natural resources to replicate his technique.</li> <li>Creating fossils using salt dough.</li> </ul>	<ul> <li>Art using natural materials.</li> <li>Creating bug hotels.</li> </ul>
	Artists	<ul> <li>Renata Bernal</li> <li>Ilya Bolotowsky</li> <li>Wassily Kandinsky</li> <li>Louis Wain</li> </ul>	Andy Goldsworthy	<ul> <li>Beatriz Milhazes (Brazilian artist)</li> <li>Bridget Riley</li> <li>David Hockney</li> <li>Jasper Johns</li> </ul>
У2	Topic	Sculpture and mixed media (Theme: Living thing-	Formal elements of art	Art and design Skills
	I can	<ol> <li>I can create 3D human forms.</li> <li>I can draw faces that express different emotions.</li> <li>I can work together to create a large piece of artwork (Part 1).</li> <li>I can work together to create a large piece of artwork (Part 2).</li> <li>I can work together to create a large piece of artwork (Part 3)</li> </ol>	<ol> <li>I can create abstract art.</li> <li>I can create a line drawing.</li> <li>I can create a water effect.</li> <li>I can learn about colours.</li> <li>I can paint with different colours.</li> </ol>	<ol> <li>I can use my hands as a tool for making</li> <li>I can learn to weave</li> <li>I can explore the use of tones in shading</li> <li>I can develop my painting skills</li> <li>I can experience drawing for pleasure</li> </ol>



Skills	Pupils should be taught to	Pupils should be taught to	Pupils should be taught to:
	<ul> <li>use a range of materials creatively to design and make products.</li> <li>develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</li> <li>use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</li> <li>learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own rk</li> </ul>	<ul> <li>develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space.</li> <li>learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</li> <li>evaluate and analyse creative works using the language of art, craft and design</li> <li>use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</li> </ul>	<ul> <li>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> <li>To develop a wide range of art and design techniques in using line, shape, form and space</li> <li>To learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work</li> </ul>
Key Vocab	<ul> <li>wire-based model</li> <li>emotions</li> <li>cartoon characters - emoji</li> <li>facial expressions</li> <li>Pop Art</li> <li>blend</li> <li>texture</li> <li>tones</li> <li>dot matrix print</li> <li>comic collage</li> </ul>	<ul> <li>abstract</li> <li>small and large shapes</li> <li>primary and secondary colours</li> <li>cross hatch</li> <li>horizontal and vertical</li> <li>templates</li> <li>stencils</li> </ul>	<ul> <li>pattern</li> <li>template</li> <li>weave</li> <li>concentric circles</li> <li>silhouette</li> <li>shade</li> <li>sketch</li> <li>brush</li> <li>paint</li> <li>draw</li> </ul>
Artists	Roy Litchinstein	<ul><li>Beatriz Milhazes</li><li>Bridget Riley</li><li>David Hockney</li></ul>	<ul><li>rub out</li><li>Damien Hirst</li><li>Julian Opie</li><li>Edwina Bridgeman (craftsperson)</li></ul>



		<u> </u>	Medium Termi Tun Zozi-Zozz	
			• Vija Celmins	
			• Jasper Johns	
	<ul> <li>The term 'dot matrix' is a series of used to create the effect of a color tone.</li> <li>The term 'comic' means a series of drawings which tell an amusing store.</li> <li>To know that two primary pastel co can be blended to make a secondary</li> </ul>		<ul> <li>A pattern is created by repeating lines, shapes, tones or colours.</li> <li>Patterns can be found in nature.</li> <li>Frottage is the technique or process of taking a rubbing from an uneven surface to form the basis of art.</li> <li>The word 'tone' means the lightness or darkness of something</li> </ul>	
	Expert	Making a life cycle	<ul> <li>Investigating artists from the past.</li> </ul>	<ul> <li>Looking at existing buildings</li> </ul>
	evidence	different minibeasts	Looking at different techniques.	<ul> <li>Design a tower or bridge.</li> <li>Making their own tower or bridge.</li> <li>Evaluating the effectiveness of the materials used for their towers or bridges.</li> </ul>
У3	Торіс	Art and Design Skills	Prehistoric art: Design, drawing, craft, painting and art appreciation	Formal elements of art: Shape and tone, drawing from observation
	I can	I can draw cartoon characters, inspired by the style of other artists	1. I can understand how prehistoric man made art and to reflect this style in our work.	1. I can recognise and draw simple geometric shapes found in everyday objects.
		2. I can alter the tint and shade of a colour	2.I can scale up drawings and sketches in a different medium and to apply and blend	2.recognise and apply geometry when
		3.I can draw from observation	charcoal to create tone and texture.	drawing
		4. I can use different materials to make a	3 & 4.I can experiment with pigments in natural products to make different colours.	



	<u> </u>	Median reiminan Edel Edel	
	three-dimensional artwork	5.I can develop painting skills. 6.I can collaborate in small or large groups to create a joint piece of artwork.	<ul><li>3. I can create and form shapes using soft modelling wire.</li><li>4.I can apply even layers of pencil tone when shading.</li></ul>
Skills	<ul> <li>Pupils should be taught to</li> <li>develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design,</li> <li>develop a wide range of Art and design techniques in using colour, pattern, texture, line, shape, form and space,</li> <li>create a sketch books to record their observations and use them to review and revisit ideas,</li> <li>to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)</li> </ul>	Pupils should be taught to  create sketchbooks to record their observations and to use them to review and revisit ideas,  learn about great artists, craft makers, architects and designers in history, and to understand the historical and cultural development of their art forms,  develop their techniques, including their control and their use of materials, with creativity, experimentation, and an increasing awareness of different kinds of art, craft and design,  improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).	<ul> <li>5.I can show tone by shading.</li> <li>Pupils should be taught to</li> <li>improve their mastery of art and design techniques, including drawing, painting and sculpture, with a range of materials (for example, pencil, charcoal, paint, clay).</li> <li>develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</li> </ul>
Key Vocabulary	<ul><li>cartoon,</li><li>characters,</li><li>tone.</li></ul>	<ul><li>native British animals</li><li>geometric shapes</li><li>sketching</li></ul>	<ul><li>sketching</li><li>light and dark</li><li>natural and man-made objects</li></ul>



	• shade,	composition	• complex 3D forms
	• sketch,	• texture	<ul> <li>light guidelines</li> </ul>
	• outline,	<ul> <li>natural</li> </ul>	<ul> <li>observational</li> </ul>
	• 3D,	<ul> <li>prehistoric</li> </ul>	wire technique
	• craft,	• palette	<ul> <li>blending</li> </ul>
	• shadow	'	<ul> <li>stability and aesthetics</li> </ul>
			• tone
			•
Sticky	Carl Giles is a cartoonist,	Prehistoric people painted with muted earth	The point, lines, shapes and space that
Knowledge	<ul> <li>Tone (the areas of dark and light in a painting or photograph</li> </ul>	colours.  The term 'blend' means to join two colours,	make up simple 2D and 3D shapes are known as 'Geometry'.
	Tint (to make a colour lighter)	tones, or images together gradually and	Objects from nature are usually
	Shade (to make a colour darker)  Shade (to make a colour darker)	gently.	formed from wavy lines.
	I know I can make a tint by adding white	<ul> <li>There are two types of hand images: negative</li> </ul>	Detail (writing) grip and shading grip
	to a colour.	-where the artist paints around the hand and	are the two ways to hold a pencil when
	I can make a shade by adding black to a	positive – where the hand is dipped in paint	shading.
	colour.	and applied	<ul> <li>Man-made objects consist of straight</li> </ul>
	<ul> <li>I can use tints and shades of a colour to</li> </ul>		lines and geometric shapes.
	paint from light to dark.		<ul> <li>The term 'tone' refers to the light and</li> </ul>
	<ul> <li>sketching means holding the pencil lightly</li> </ul>		dark areas of an object or artwork.
	and using the natural movement of the		The four rules of shading are shading
	wrist to draw lines.		in one direction; creating smooth,
	by mixing black and white, I will get		neat, even tones; leaving no gaps;
	shades of grey.		ensuring straight edges.
	• I can use a variety of materials to make a puppet figure in three dimensions.		
Expert	Designing and making a puppet and using the	Painting on a cave wall	Wire sculpture
Evidence	puppet in a shadow theatre.		
Artists	• Carl Giles	N/A	N/A
	• Stan Lee		



		Stan Kirby		
		Quentin Blake		
У4	Topic	Formal elements of	Art and design skills:	Every picture tells a story:
		Art:	Design, drawing,	Analysing famous
			craft, painting and	artist' work
			art appreciation	
	I can	1. develop a range of mark-making techniques	, ,	1. analyse and act out a famous painting
		2. create patterns using printing techniques	2. create an image using an artistic process	2.analyse and find meaning in a painting
		3. create patterns using a stamp	3. recreate a traditional design style	3.act out the story told in a painting
		4. create patterns using reflection and symmetry	4. create a small-scale sculpture	4. focus on different parts of a painting
		5. create a geometric pattern	5. paint in the style of a famous artist	5. analyse abstract paintings and describe the stories behind them
			6. arrange and draw a still-life image from observation	
			7. understand the role of a curator and to create an exhibit	
	Skills	Pupils should be taught to	Pupils should be taught to	Pupils should be taught to
		<ul> <li>create sketchbooks to record their</li> </ul>	improve their mastery of Art and design	<ul> <li>learn about the work of a range of</li> </ul>
		observations and use them to review and	techniques, including drawing, painting and	artists, craft makers and designers,
		revisit ideas.	sculpture with a range of materials (for	describing the differences and
		improve their mastery of Art and design	example, pencil, charcoal, paint, clay).	similarities between different
		techniques, including drawing, painting and	• learn about great artists, craft makers,	practices and disciplines, and making
			architects and designers in history, and to	links to their own work.



	sculpture with a range of materials (for example, pencil, charcoal, paint, clay).  • develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	understand the historical and cultural development of their art form  • develop a wide range of Art and design techniques in using colour, pattern, texture, line, shape, form and space.  • create sketchbooks to record their observations and use them to review and revisit ideas.  • produce creative work, exploring their ideas and recording their experiences.	
Key Vocab	<ul> <li>mark-making with charcoal</li> <li>reproduced</li> <li>label</li> <li>2B pencil</li> <li>trace</li> <li>rough and smooth textures</li> <li>printing block</li> <li>printing ink</li> <li>repeating pattern</li> <li>symmetrical pattern</li> <li>stamp printing</li> <li>pattern</li> </ul>	<ul> <li>parallel</li> <li>process</li> <li>tones</li> <li>washed</li> <li>carving</li> <li>art sculpture</li> <li>modelling</li> <li>casting</li> <li>constructing</li> <li>secondary colours</li> <li>curator</li> <li>gallery/museum</li> <li>cultural</li> </ul>	<ul> <li>describe</li> <li>narrative</li> <li>thinking</li> <li>imagining</li> <li>acting</li> <li>studio</li> <li>contemporary</li> <li>interpretations</li> </ul>



		<ul> <li>exhibition</li> </ul>	
Sticky Knowledge	<ul> <li>To know to print using a playdough block by coating the surface in ink, placing paper over the block and pressing with a hand.</li> <li>A repeat pattern is repetition of lines, shapes, tones, colours and forms.</li> <li>Symmetrical patterns can be a star</li> <li>A compass is used to make circles</li> </ul>		<ul> <li>Artists tell stories in their artwork and show feelings.</li> <li>David Hockney is one of the country's most famous artists.</li> </ul>
Expert Evidence	<ul><li>A geometric pattern drawing</li><li>A print</li></ul>	<ul><li>An optical illusion</li><li>A Paul Cezanne colour piece</li><li>A curation</li></ul>	A drama piece based on a painting
Artists	N/A	<ul> <li>Luz Perez Ojeda</li> <li>Chinese art</li> <li>Barbara Hepworth</li> <li>Paul Cézanne</li> <li>Giorgio Morand (Still life artist)</li> <li>Tate modern (curator)</li> </ul>	<ul> <li>David Hockney</li> <li>Paula Rego</li> <li>Edward Hopper</li> <li>Pieter Brueghel</li> <li>Fiona Rae</li> </ul>



	Ι		Medidili Terili Flan 2021		1	
	Topic	Every picture	Design for a		Formal elements:	
У5		tells a story:	purpose:		Architecture	
		Design, drawing,	A coat of arms, a		colour, line, shape and	
		symmetrical	brand name and an		form	
		paintings and	advert			
		chalk drawings.				
	I can	1. evaluate and analyse creative work using	1. understand the use of	sketchbooks	1. draw by interpreting	forms from direct
		the language of art, craft and design			observation	
		2. understand that art can have both meaning	2. design a new invention			
		and message			2. compose a print from	a larger
			3. develop observational	drawina	observational drawing	-
		3. create a symmetrical, abstract art form	arabis of the second se			
		use visual symbols to create a meaningful     message	4. create a continuous lin	e drawing (portraits)	3. transform the look of	
			5 create a college and dr	raw this from observation	style of a famous arti	SŤ
	5. evaluate and analyse creative works using		o.creare a conage and ar	aw mis from observation	4. design a building in an	architectural style
			6. successfully upscale a	drawing and paint	Tracoign a banamy in an	a chirocrara or style
		the language of art, craft and design	accurately	arawing and paint	5. design a monument	
		6. use drama as a tool to explore the				
		meaning behind a piece of artwork	7.use imagination and vis	ualisation to create an		
		7. develop ideas for 3D work through	original piece of artwo	rk.		
		sketching, drawing and visualisation in 2D				
	Skills Pupils should be taught to:		Pupils should be taught t	0	Pupils should be taught	to
		Select and mix more complex colours to	<ul> <li>create sketchbooks t</li> </ul>	to record their	<ul> <li>create sketchbooks</li> </ul>	to record their
		depict thoughts and feelings.	observations and use	them to review and	observations and use	e them to review
		Extend and develop a greater	revisit idea.		and revisit ideas.	
		understanding of applying expression when	<ul> <li>improve their master</li> </ul>	v of art and design	<ul> <li>improve their maste</li> </ul>	rv of Art and
		using line.	techniques, including	•	design techniques, in	•
			recrimques, merdanig	ar awring, pairring and	acoign recrimques, ii	iciacing arawing,



	<ul> <li>Construct patterns through various methods to develop their understand</li> <li>Compose original designs by adapting synthesising the work of others. And and evaluate artists' use of shape.</li> </ul>	and become proficient in drawing, painting,	experimentation and an increasing awareness of different kinds of art, craft and design.
Key Vocab	<ul> <li>Democracy</li> <li>Law</li> <li>Rule</li> <li>Liberty</li> <li>Respect</li> <li>Tolerance</li> <li>Belief</li> <li>Emoji</li> <li>Symmetry</li> <li>Ceramics</li> <li>Ceramicist</li> </ul>	<ul> <li>prototype</li> <li>template</li> <li>creative and cultural industries</li> <li>texture</li> <li>medium</li> <li>continuous</li> <li>poetry portrait</li> <li>packaging collage</li> <li>scaling</li> <li>parallel</li> <li>grid lines</li> <li>composition</li> </ul>	<ul> <li>abstract</li> <li>small and large shapes</li> <li>primary and secondary colours</li> <li>cross hatch</li> <li>horizontal and vertical</li> <li>templates</li> <li>stencils</li> </ul>
Sticky Knowledge	<ul> <li>Democracy is an important part of or society.</li> <li>Everyone should have their own individenties.</li> <li>Symmetrical means the same on both We have laws and rules to support or society.</li> </ul>	<ul> <li>and inspiration and a place to practise and refine skills.</li> <li>'Little inventor project' was founded by artist designer and inventor Dominic Wilcox.</li> </ul>	<ul> <li>shapes, tones or colours.</li> <li>Patterns can be found in nature.</li> <li>Frottage is the technique or process of taking a rubbing from an uneven</li> </ul>



			paper.	
	Expert	Drama piece based on a painting	• Coat of arms	<ul> <li>Portrait</li> </ul>
	Evidence	Symmetrical ink drawings	<ul> <li>Room design</li> </ul>	<ul> <li>Collage</li> </ul>
			• Advert	
	Artists	Banksy	<ul> <li>Dominic Wilcox</li> </ul>	<ul> <li>Hundertwasser</li> </ul>
		<ul> <li>Rorshach</li> </ul>		
		Magdalene Ogundo		
У6	Topic		Make my voice	Photography
			heard	Photomontage, macro
			Messaging in	photography and self-
		,	drawing, painting and	portrait
			sculpture	
	_	appreciation		
	I can	1. introduce sketchbooks	1. create graffiti art.	create a photo montage using secondary source photographs
		2. research and adopt the style of a famous	2.draw emotions.	
		group of painters		2. use text and image together to create
			3. create an impactful piece of art	meaningful and powerful photo posters
		3. use repeated patterns to create artwork	·	
			4. produce a finished piece of art	3. understand abstract art through
		4. create a repeated pattern through printing	·	photography
			5. create a sculpture.	
		5. design and make a prototype as part of a	•	4. develop a self- portrait from a
		group		photograph and translate it into a
		2		drawing
		6. analyse and evaluate artwork		
		S. S. S. J. S.		5. replicate the mood and expression of a
				painting through photography
	Skills	Pupils should be taught to F	Pupils should be taught to	Pupils should be taught to
	OKINS	• improve their mastery of art and design	<ul> <li>develop techniques, including their control and</li> </ul>	



	techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).  become proficient in drawing, painting, sculpture and other art, craft and design techniques.  evaluate and analyse creative works using	use of materials, with creativity, experimentation and increasing awareness of different kinds of art, craft and design. • improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).	sculpture and other art, craft and design techniques.  • evaluate and analyse creative works using the language of art, craft and design.  • improve their mastery of art and design techniques.
	the language of art, craft and design.	<ul> <li>learn about great artists, architects and designers in history.</li> </ul>	accign roomingacs.
Key Vocab	<ul> <li>Impressionist painters: Renoir, Degas, Cézanne, Monet</li> <li>zentangle patterns</li> <li>prototype</li> <li>Post-Impressionist painters: Van Gogh, Seurat and Gauguin</li> <li>simple patterns</li> <li>repeated patterns</li> </ul>	<ul> <li>graffiti art</li> <li>letters intertwined</li> <li>block shadow</li> <li>graffiti artwork /tags</li> <li>3D shadow</li> <li>serif and san serif</li> <li>basic face shape</li> <li>chiaroscuro effect</li> <li>composition</li> <li>First World War</li> <li>Tones</li> <li>Sculpture</li> </ul>	<ul> <li>Dada movement</li> <li>stop motion</li> <li>montage</li> <li>animation</li> <li>composition</li> <li>truism</li> <li>digital techniques</li> </ul>
Sticky Knowledge	<ul> <li>A sketchbook is a must for all artists to record ideas and a place to practise and refine their skills.</li> <li>Claude Monet is a famous impressionist painter.</li> <li>To know how to change the shade of tone of a colour by mixing different paint.</li> <li>To know what a zentangle is and how a pattern can be created simply with</li> </ul>	<ul> <li>Graffiti is a type of street art</li> <li>There are different types of graffiti art.</li> <li>Block lettering is used in lots of graffiti</li> <li>understand that the work of the artist Käthe Kollwitz is based on difficult experiences.</li> </ul>	<ul> <li>A photomontage is a collage of different photos.</li> <li>Hannah Hoch is famous for photomontages</li> <li>A new image can be created by using a combination of other images</li> <li>A truism is a piece of art that creates impact</li> <li>contemporary artists use digital</li> </ul>



	repeated lines and shapes.  Pattern can come observation, memory, and imagination.  Understand that a pattern can be created through print making.  A hat can be designed for different purposes.  A prototype is a trial version.  Realism is when an artist tries to represent something truthfully  Symbolism is when an artist represents what he sees through language and metaphorical images.	create straight lines.  To keep clay malleable, you need to add drops of water.	techniques to convey meaning.  Art uses words to create messages as well as images.  artists use photography to record and observe  understand the terms macro, and monochromatic  Self portraits have changed over time.  Paintings and photographs can express emotions
Expert Knowledge	<ul> <li>Zentangle patterns</li> <li>Hat design</li> </ul>	<ul> <li>Graffiti tag</li> <li>Face drawing</li> <li>WW2 symbolism painting</li> <li>clay scultpure</li> </ul>	<ul> <li>Photomontage</li> <li>Truism</li> <li>Self-portrait</li> <li>Replication of a famous painting through photography</li> </ul>
Artists	<ul> <li>Claude Monet</li> <li>Edward Hopper</li> </ul>	<ul><li>Pablo Picasso</li><li>Kathe Kollwitz</li></ul>	<ul><li>Hannah Hoch</li><li>Edward Weston</li><li>Edvard Munch</li><li>Julian Opie</li></ul>