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| **Bearpark Art & Design Curriculum for Year 4 & 5 What are the aims and intentions of this art curriculum?**  Key Aims:- In Art & Design we want to give children a wide range of opportunities – anyone can do anything. To ensure all pupils produce creative work. Become proficient in drawing, painting, sculpture and other art, craft and design techniques. Know about great artists and understand the historical and cultural development of their art forms. Evaluate and analyse creative works using the language or art, craft and design. | | | | | |
| **Term** | **Topic** | **Knowledge & Suggested Artists/Designers/Architects** | **Skills** | **Vocabulary** | **Assessment** |
| Autumn | Vikings  **PAINT/PRINTING** | Look at the work of Artists  Henri Matisse, Andy Warhol, David Hockney (water paintings) and Printer Pablo Picasso. | * Continue to develop a sketch book and annotate with information. * Research work from different artists and investigate techniques from paper printing to work on canvas. * Use polystyrene printing blocks to use with roller and ink. * Overprint using four different colours. * Begin to use more colour to create more abstract palettes. * Use a variety of tools and brushes. | Tints, shades, experiments, abstract. |  |
| Spring | Rainforest  **SCULPTURE** | Look at Artist Henri Rousseau for his work with colour,  and Sculptors Claes Oldenburgs or Joan Miro. | * Select own images and starting points for work. * I can sculpt clay to design and create sculptures adding different materials for effect. * Select and develop confidently, using suitable materials on a larger scale as a group. * Introduce perspective, fore/back and middle ground. * Investigate proportions – using tracing paper. * Show tonal qualities by crosshatching. | Record, observe, review, revisit, improve, mastery, design. |  |
| Summer | How History influenced our local area.  **DRAW** | Look at the style of Paula Scherand  Graphic Designer, **William de St-Calais.** | * I can identify and draw objects and use marks and line to produce texture. * Develop fine brush strokes. * Build on previous work with colour by exploring intensity. * I can explain the style of my work and how it has been influenced by a famous artist. | Layering, intensity, |  |

