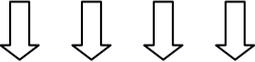
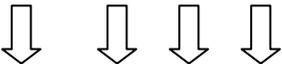
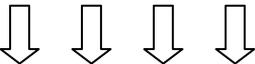
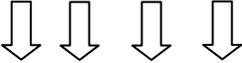
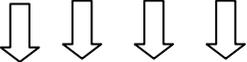
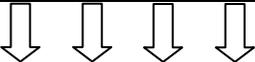
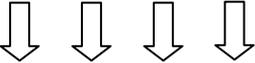
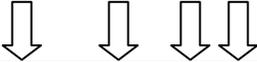
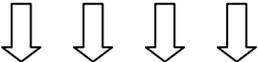


Week	Year 3	Year 4	Year 5	Year 6
	Cave art	Romans	Abstract art	Architecture
1	Art Assessments	Art Assessments	Art Assessments	Art Assessments
2	Introduction to pre historic art. communicate ideas, and promote understanding of the world around us	To understand the concept of Roman designs To question and make thoughtful observations about different designs and select ideas to use in their own work	Introduction to abstract art, to learn how to read an abstract painting. Collecting information in sketch books.	Introduction to architecture – focus on Anotni Gaudi. Recognize qualities of Art Nouveau and natural forms in design and architecture.
3	Explore how people in earlier times used art as a way to record stories and communicate ideas. Sketchbook studies.	To understand how roman designs featured in Roman life. To understand the materials and processes used to create the designs. Collect ideas using sketch books.	Introduction to the artist Eileen Agar Create an abstract image from a series of realistically drawn objects.	Explore a variety of art materials while learning new techniques and processes. Practice using skills for beginning drawings.
4	Develop ideas from looking at a range of cave art understand how they were created. Collect ideas using sketchbooks	To create a design for a Roman shield and sword. Looking at patterns used and shapes of shields. Use sketchbooks to collect designs, sketch ideas and draw initial design for their own shield.	Use sketch books to explore the elements of shape, line and texture and the principles of rhythm, movement and unity in abstract art works	Use simplified forms, such as cones, spheres, and cubes, to begin drawing more complex forms. Explore the design possibilities of a 3-D object by examining views of it from many angles.
5	learn the difference between a pictograph (painted picture on a wall) and a petro glyph (carved/engraved picture on a rock or cave wall)		Identify various textures by taking rubbings from around the school. Collect and explore findings in sketch books	
6	To create cave drawings and paintings. To look at elements of line tone and colour.	To transfer initial designs to a template to make shields using recyclable materials.	Cut out object drawings. Apply textures. Create a collage of positive shapes on paper that expresses an abstract idea.	Determine how artists create dominance in their work; size, repetition, and contrast. Examine significant works of art and point out how the artists have created illusion or feeling of depth
7	Half Term	Half Term	Half Term	Half Term
8	To make and create rock art. Manipulate clay rock forms	To make swords in keeping with the design of the shields. To use the relevant materials to create their own model of swords	Collect natural and man made objects from around school grounds and home. Use objects to inspire ideas for a 3D sculpture. Use sketchbooks to record ideas for sculpture.	Use sketch books to collect information. Sketch preliminary designs for their sculptures.
9			Using chosen materials manipulate objects to create a 3D abstract sculpture.	Learn about composition, structure, geometric shapes and forms. Experiment with various media and recycled materials to create 3D structures
10	To use prior skills from study to create small scale images Colour mixing and painting.	To mix paint using appropriate colours and designs to decorate and paint shields and swords.		
11				
12	To use appropriate finishing techniques and make modifications as they go along .Evaluate own and others work	To be able to evaluate their own work and that of others against given criteria To be able to suggest ways of improving work	Evaluate and adapt work. Suggest way of improving the sculptures.	Compare the arts of different cultures to explore their similarities and diversities. Describe why different cultures may have used different materials to create their arts and crafts. Evaluate own work.