

## Year 3 and 4 Medium Term Planning Cycle A

### Key Knowledge

#### **Pupils should be taught**

to 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.

to create sketch books to record their observations and use them to review and revisit ideas

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]

about great artists, architects and designers in history.

	<b>Generating Ideas</b>	<b>Sketch Books</b>	<b>Making skills including formal elements</b>	<b>Knowledge of Artists</b>	<b>Evaluation and Analysing</b>
<b>Autumn 1</b> <b>Formal elements of Art</b> Shape and Tone - observation	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.  Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome	Pupils should be taught to develop their techniques, including their control and their use of materials.  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].  To 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.		Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.

<p><b>Art and Design Skills</b></p> <p><b>Drawing</b></p>	<p>Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.</p>	<p>Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.</p> <p>Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome</p>	<p>To improve their mastery of art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay].</p>		<p>Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.</p>
<p><b>Spring 1 Prehistoric Art</b></p>	<p>Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.</p>	<p>Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.</p> <p>Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome</p>	<p>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.</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay].</p>	<p>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</p> <p>Use subject vocabulary to describe and compare creative works. Use their own experiences to explain how art works may have been made.</p> <p>About great artists, architects and designers in history.</p>	<p>Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.</p>
<p><b>Art and Design Skills</b></p> <p><b>Puppets</b></p>	<p>Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.</p>	<p>Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.</p> <p>Use sketchbooks purposefully to improve understanding, develop ideas and plan for an</p>	<p>To improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay].</p>		<p>Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.</p>

		outcome			
<b>Summer 1 Craft</b> Lessons 1-4  <b>Art and Design Skills</b> Lessons 1 and 2	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.  Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome	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.  To develop a wide range of Art and design techniques in using colour, pattern, line, shape, form and space. Improve their mastery of art and design techniques, including weaving.	About great artists, architects and designers in history	Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.
<b>Art and Design Skills</b>  <b>Puppets</b>	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.  Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome	To improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay].		Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.

<b>GDS Opportunities</b>	Children can add more detail to their drawings. Children can add shading or colouring to their drawings. Children can refine key skills further. Children can create more elaborate compositions and work with a greater level of control and detail. Children will be confident at using different techniques and tools. Children can make more enhanced colours. Children can provide reasons about why they have chosen to do things in a particular way. Children may be able to stitch and sew to add different features to their craft work.
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## Year 3 and Year 4 Medium Term Planning Cycle B

### Key Knowledge

#### **Pupils should be taught**

to 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.

to create sketch books to record their observations and use them to review and revisit ideas

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]

about great artists, architects and designers in history.

	<b>Generating Ideas</b>	<b>Sketch Books</b>	<b>Making skills including formal elements</b>	<b>Knowledge of Artists</b>	<b>Evaluation and Analysing</b>
<b>Autumn 1</b> <b>Formal elements of Art</b> Texture and Pattern	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.  Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome	To improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay].  To 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.		Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.
<b>Sculpture</b> <b>Lesson 2</b>	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.  Use sketchbooks	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	Become aware of the work of well-known artists.	Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.

		purposefully to improve understanding, develop ideas and plan for an outcome	and design techniques.		
<b>Spring 1 Art and Design Skills Lessons 1,2,3, 5 and 6</b>	<p>Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.</p> <p>Produce creative work, exploring their ideas and recording their experiences.</p>	<p>Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.</p>	<p>To improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay].</p> <p>To develop a wide range of Art and design techniques in using colour, pattern, texture, line, shape, form and space.</p>	<p>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art form.</p> <p>About great artists, architects and designers in history</p>	<p>Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p>
<b>Sculpture Lesson 3</b>	<p>Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.</p>	<p>Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.</p> <p>Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome</p>	<p>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.</p> <p>Improve their mastery of art and design techniques.</p>	<p>Learn about great artists, architects and designers in history</p> <p>Become aware of the work of well-known artists.</p>	<p>Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.</p>
<b>Summer 1 Every Picture tells a story</b>				<p>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.</p>	<p>To develop analytical skills to respond to a painting.</p> <p>To apply interpretation skills to analyse and respond to an abstract painting</p> <p>To discuss how artists use art to tell stories and evoke feelings</p>

<p><b>Sculpture</b> <b>Lesson 4</b></p>	<p>Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.</p>	<p>Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.</p> <p>Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome</p>	<p>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.</p> <p>Improve their mastery of art and design techniques.</p>	<p>Learn about great artists, architects and designers in history</p> <p>Become aware of the work of well-known artists.</p>	<p>Confidently explain their ideas and opinions about their own and other's art work, giving reasons..</p>
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<p><b><u>GDS</u></b> <b><u>Opportunities</u></b></p>	<p>Children can work more quickly and efficiently.</p> <p>Children can work as accurately as possible to recreate the dark and light tones.</p> <p>Children can experiment with mixing the colours of the printing ink to create more sophisticated colours.</p> <p>Children can use colour more effectively in their work.</p> <p>Children can expand their answers by justifying their responses.</p> <p>Children can answer open-ended questions such as, 'why do you think that?'</p> <p>Children can observe small details to add depth to their work.</p> <p>Children show inventiveness in choice of subject matter to create their collage</p> <p>Children make their work more original.</p>
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