



## Lodge Farm Art Progression

Skills Progression	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B	
<p><b>Year 1</b></p> <p><b>Summary</b></p> <p><b>Concepts in Art:</b> Colour, Line, Style</p> <p><b>Types of Art:</b> Paintings of Children, Narrative Art, Architecture, Sculpture, Pointillism, Cubism</p> <p><b>Skills:</b> Painting, Drawing, 3D form, Collage</p> <p><b>Process (analysing, exploring, observing, evaluation):</b> verbal, observational and imaginative drawing activities, written and verbal evaluation of own artwork, working with others to produce an artwork</p>	<p><b>Painting</b> Brush hold, brush choice, colour mixing, brushstrokes, colour matching, accuracy, watercolour</p> <p><b>Drawing</b> Using lines, using a ruler, observation, detail, pencil, charcoal, felt tips, oil pastels</p> <p><b>3d form</b> Modelling with clay – sticking and carving, model making with mixed media, casting plaster, sculpting with wire and Modroc</p> <p><b>Collage</b> Collage with tissue paper - tearing</p>	<p><b>Colour</b></p> <p>Artists: Van Gogh, Bruegel, Vermeer, Hockney, Monet</p> <p>Concepts: Primary and secondary colours, warm and cool colours, tints and shades, rough and smooth brushstrokes</p> <p>Skills: colour mixing, holding and using a brush, using different brushstrokes</p> <p><b>PAINTING MIXED MEDIA</b></p>	<p><b>Line</b></p> <p>Artists: Rembrandt, Miro, Klee</p> <p>Concepts: Lines as basic tools, describing different lines, different materials for making lines, lines can be used to represent different things</p> <p>Skills: drawing different lines with different materials, drawing lines with a ruler, painting and colouring neatly inside shapes, drawing from the imagination</p> <p><b>DRAWING MIXED MEDIA</b></p>	<p><b>Architecture</b></p> <p>Buildings: Westminster Abbey, St Paul's Cathedral, Houses of Parliament, Southwark Cathedral, The Penguin House at London Zoo</p> <p>Concepts: Defining architecture, purpose, features, design process.</p> <p>Skills: line drawing (detail), collage with tissue paper, modelling with clay, designing for a purpose, model making with mixed media</p> <p><b>DRAWING 3D FORM COLLAGE</b></p>	<p><b>Style in Art/Narrative Art</b></p> <p>Artists: Seurat, Van Gogh, Tintoretto, Uccello, Moreau</p> <p>Concepts: style, painting technique, brushstrokes, pointillism, narrative paintings, characters in paintings</p> <p>Skills: painting with dots, using short brushstrokes, colour mixing, drawing from the imagination</p> <p><b>PAINTING DRAWING</b></p>	<p><b>Paintings of Children</b></p> <p>Artists: Hogarth, Bruegel, Hockney, Cassatt</p> <p>Concepts: Paintings can tell us about the past, art can give us messages, cubism</p> <p>Skills: Accurately copying shapes, colour matching, painting with watercolour, choosing which brush to use, drawing people from manikins, planning and arranging elements of a picture</p> <p><b>PAINTING DRAWING COLLAGE</b></p>	<p><b>Sculpture</b></p> <p>Artists: Degas, Gormley, Hepworth, Moore, Giacometti</p> <p>Concepts: Defining sculpture, materials, carving/building-up sketches/maquettes, casting, colour in sculpture, different styles, scale</p> <p>Skills: Drawing people from life, using charcoal, modelling with clay, casting in plaster, painting plaster and painting detail, sculpting with wire</p> <p><b>DRAWING 3D FORM</b></p>



## Lodge Farm Art Progression

<p><b>Year 2</b></p> <p><b>Summary</b></p> <p><b>Concepts in Art:</b> Colour, Shape, Texture, Pattern, Symmetry</p> <p><b>Types of Art:</b> Portraits, Landscapes, Anglo-Saxon Art, Murals, Tapestries</p> <p><b>Skills:</b> Painting, Drawing, 3D form, Collage, Textiles, Printing, Mixed media</p> <p><b>Process (analysing, exploring, observing, evaluation):</b> verbal, observational, analytical and imaginative drawing activities, written and verbal evaluation of own artwork, working with others to produce an artwork</p>	<p><b>Painting</b> Brush hold, brush choice, colour mixing, brushstrokes, using a sponge, accuracy, watercolour</p> <p><b>Drawing</b> Using lines, observation, detail, mark making to show texture, pencil, chalk, charcoal, oil pastels</p> <p><b>3d form</b> Modelling with clay – sticking and carving, sculpting with wire and paper, sculpting with natural objects</p> <p><b>Collage</b> Collage with paper - cutting organic shapes, collage with textiles – colour matching</p> <p><b>Textiles</b> Weaving</p> <p><b>Printing</b> Mono-printing with polystyrene</p>	<p><b>Colour and Shape</b></p> <p>Artists: Kandinsky, Delaunay, Monet, Klee, Picasso, Calder</p> <p>Concepts: primary colours, secondary colours, warm and cool colours, tints and shades, geometric shapes, organic shapes</p> <p>Skills: colour mixing, drawing geometric shapes, using natural objects to draw organic shapes, creating sculptures with paper and wire, working as a team <b>3D FORM PAINTING DRAWING</b></p>	<p><b>Colour, Shape and Texture</b></p> <p>Artists: Matisse, Durer, Jan van Eyck</p> <p>Concepts: cut-outs, complementary colours, organic shapes, composition, visual texture</p> <p>Skills: colour mixing, selecting complementary colours, cutting organic shapes, creating texture with mark-making and colour, drawing with chalk and charcoal, graphite and oil pastels <b>COLLAGE DRAWING</b></p>	<p><b>Portraits and Self-Portraits</b></p> <p>Artists: Leonardo da Vinci, Holbein, Hogarth, Van Gogh, Rembrandt, Kahlo, Picasso, Gentileschi</p> <p>Concepts: Portraits v self-portraits, representation in portraits, proportions of a face, cubism</p> <p>Skills: Planning and drawing a face, drawing a profile, mixing skin tones, drawing with oil pastels <b>DRAWING PAINTING</b></p>	<p><b>Landscape and Symmetry</b></p> <p>Artists: Constable, Turner, Rousseau, Leonardo da Vinci, Hobbema, Goldsworthy</p> <p>Concepts: What is a landscape, different methods to paint landscapes, Turner's style, symmetry in nature and art, temporary art</p> <p>Skills: Washes with a sponge, using bold brushstrokes, detailed drawing with oil pastels, creating sculptures with found objects <b>MIXED MEDIA (DRAWING AND PAINTING) SCULPTURE</b></p>	<p><b>History Painting</b></p> <p>Artists: Picasso, Caravaggio, Antonio del Pollaiuolo, Kauffmann</p> <p>Concepts: History painting includes mythological paintings, biblical art and historical painting, narrative art, settings, showing different characteristics, different ways that stories are told</p> <p>Skills: sketching from imagination, using a ruler, drawing different characteristics, using chalk and charcoal to create tone, collage <b>DRAWING MIXED MEDIA (DRAWING/COLLAGES)</b></p>	<p><b>Murals and Tapestries</b></p> <p>Artists/Art: Michelangelo, Leonardo da Vinci, Rego, The Lady and the Unicorn tapestries, Albers, Banksy</p> <p>Concepts: What is a mural, frescoes, what is a tapestry, communicating stories and messages, composition</p> <p>Skills: mono-printing, weaving, creating a composition <b>PRINTING TEXTILES</b></p>
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## Lodge Farm Art Progression

<b>Year 3</b>	<b>Painting</b>	<b>Line</b>	<b>Still Life and Form</b>	<b>Art of Ancient Egypt</b>	<b>Anglo Saxon Art</b>	<b>Architecture</b>	<b>Modern Architecture</b>
<p><b>Summary</b></p> <p><b>Concepts in Art:</b> Line, Form, Pattern, Symmetry</p> <p><b>Types of Art:</b> Still life, History painting, Ancient Egypt, Architecture</p> <p><b>Skills:</b> Painting, Drawing, 3D form, Collage, Printing, Mixed media</p> <p><b>Process (analysing, exploring, observing, evaluation):</b> verbal, observational, analytical and imaginative drawing activities, annotation of artwork, sketching/creating a design for a finished piece, written and verbal evaluation of own artwork, working with others to create an artwork</p>	<p>Brush hold, brush choice, colour mixing, brushstrokes, using a sponge, accuracy, watercolour</p> <p><b>Drawing</b> Using lines, observation, detail, using a ruler, line weight, sketching, pencil techniques to show tone, chalk and charcoal to show tone, oil pastels – working dark to light</p> <p><b>3d form</b> Modelling with clay – sticking and carving, clay relief, model making with mixed media</p> <p><b>Collage</b> Collage with paper and tissue paper</p> <p><b>Printing</b> Mono-printing with polystyrene</p>	<p>Artists: Klee, Leonardo, Picasso, Rembrandt, Van Gogh, Moore, Hokusai</p> <p>Concepts: Lines as basic tools, lines with different materials, line weight, different types of line, different ways to use line, printing to create lines</p> <p>Skills: continuous line drawing, line weight, drawing contour lines, mono-printing <b>DRAWING</b> <b>PRINTING</b></p>	<p>Artists: Warhol, Morandi, Stubbs, Cezanne, Moser</p> <p>Concepts: What is a still life, still life throughout history, using tone to create form, highlight, shade/shadow, cast shadow, mid-tone, using colour to create form</p> <p>Skills: Pencil techniques to show form and tone, cross-hatching, drawing still life – what you see, layering oil pastels <b>DRAWING</b></p>	<p>Art: The Great Sphinx, Bust of Nefertiti, Tutankhamun's death mask, Book of the Dead</p> <p>Concepts: Power of the Pharaohs represented in art, what is a bust, first use of paper, AE gods</p> <p>Skills: sketching, modelling in clay, creating patterns, making paper, drawing in profile <b>3D FORM</b> <b>DRAWING</b></p>	<p>Art: Sutton Hoo treasures, Lindisfarne Gospels, Bayeux Tapestry</p> <p>Concepts: Anglo-Saxon designs, interlocking and interlaced patterns, symmetry, illumination, embroidery</p> <p>Skills: Drawing fine detail, creating patterns, using different grade brushes, painting with watercolours, collage <b>DRAWING</b> <b>PAINTING</b> <b>COLLAGE</b></p>	<p>Architecture/Architects: Parthenon, Callicrates), St Paul's Cathedral (Wren), Sagrada Familia (Gaudi), Grand Stupa</p> <p>Concepts: What is architecture/an architect, sculptures in relief - frieze (Parthenon marbles history), line and symmetry in architecture, features of architecture (towers/domes) Gaudi's use of curved lines, nature, mosaics and stained glass</p> <p>Skills: Using lines to create a design, working with clay to create a relief, building up and carving away, collage <b>DRAWING</b> <b>SCULPTURE</b> <b>COLLAGE</b></p>	<p>Architecture/Architects: Guggenheim Museum (Gehry), Scottish Parliament building (Miralles), Millau Viaduct (Foster), Serpentine Pavilion (Kere), London Aquatics Centre (Hadid)</p> <p>Concepts: modern vs traditional, function, inspiration, process: models and drawing, construction: engineers</p> <p>Skills: Showing tone in drawing, designing for function, observational drawing, using imagination when drawing, model making, problem solving, working as a team <b>DRAWING</b> <b>3D FORM</b></p>



## Lodge Farm Art Progression

<p><b>Year 4</b></p> <p><b>Summary</b></p> <p><b>Concepts in Art:</b> Light, Space, Design – Elements of Art, Pattern</p> <p><b>Types of Art:</b> Ancient Rome, Byzantine Empire, Textiles</p> <p><b>Skills:</b> Painting, Drawing, 3D form, Collage, Mixed media</p> <p><b>Process (analysing, exploring, observing, evaluation):</b> verbal, observational, analytical and imaginative drawing activities, annotation of artwork, sketching/creating a design for a finished piece, working with others to produce an artwork, written and verbal evaluation of own artwork</p>	<p><b>Painting</b> Brush hold, brush choice, colour mixing, brushstrokes, ground and underpainting using acrylic, using paint to show tone, accuracy, watercolour</p> <p><b>Drawing</b> Using lines, observation, detail, sketching, chalk and charcoal to show tone</p> <p><b>3d form</b> Cardboard reliefs, Model making with mixed media</p> <p><b>Collage</b> Collage with paper</p> <p><b>Textiles</b> Embroidery, weaving</p>	<p><b>Light</b></p> <p>Artists: Caravaggio, Vermeer, Goncharova, Begum</p> <p>Concepts: light shows form, using tone to show form and drama, chiaroscuro, ground and underpainting, using/showing light in different ways</p> <p>Skills: Observational drawing, continuous line drawing, using chalk and charcoal for tone, using acrylic paint for tone, painting a ground, underpainting mixing tints and shades in acrylic <b>DRAWING PAINTING</b></p>	<p><b>Space</b></p> <p>Artists: Matisse, Millet, Bonheur, Bruegel, Turner</p> <p>Concepts: Three dimensions: height, width and depth, the illusion of three dimensions, using foreground, middle ground and background, using colour and detail to create depth</p> <p>Skills: Using shade to create tone, using line to draw a landscape, creating a relief in cardboard <b>3D FORM DRAWING</b></p>	<p><b>Design</b></p> <p>Artists: Matisse, Munch, Kauffman</p> <p>Concepts: Meaning of design in art, the elements of art, composition, cut-outs, expressionism, colour and line to create emotion, complementary colours</p> <p>Skills: Arranging a composition, using lines to show expression, painting with watercolour <b>DRAWING PAINTING</b></p>	<p><b>Monuments of Ancient Rome:</b></p> <p>Monuments: The Pantheon, Colosseum, Trajan's Column</p> <p>Concepts: What is a monument, monuments shows Emperor's power, construction and use of the Pantheon and Colosseum (domes and arches), relief sculpture on Trajan's column</p> <p>Skills: Following instructions, model making, working as a team <b>3D FORM</b></p>	<p><b>Monuments of the Byzantine Empire</b></p> <p>Monuments: Hagia Sofia, Basilica of San Vitale – Ravenna, icons</p> <p>Concepts: Byzantine empire, Constantine and Constantinople, mosaics, Byzantine patterns, what is an icon</p> <p>Skills: copying patterns, painting with watercolour, collage <b>PAINTING COLLAGE</b></p>	<p><b>Needlework, Embroidery and Weaving</b></p> <p>Designers/Artists: MacDonald, Hartnell –Coronation robes, Duchess of Cambridge wedding dress, Raphael, Albers</p> <p>Concepts: What is embroidery, what is weaving – looms, warp thread, weft thread, tapestries</p> <p>Skills: cross-stitch design, cross-stitch, weaving <b>TEXTILES</b></p>
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## Lodge Farm Art Progression

<p><b>Year 6</b></p> <p><b>Summary</b></p> <p><b>Concepts in Art:</b> Realism - Observational Drawing, Linear Perspective, Science in Art, Painting en plein air, Pattern</p> <p><b>Types of Art:</b> Renaissance Art and Architecture, Victorian Art and Architecture, The Pre-Raphaelites, Victorian Design – The Arts and Crafts Movement, Impressionism and Post-Impressionism, Modernism</p> <p><b>Skills:</b> Painting, Drawing, 3D form, Collage, Printing</p> <p><b>Process (analysing, exploring, observing, evaluation):</b> verbal, observational, analytical and imaginative drawing activities, annotation of artwork, sketching/creating a design for a finished piece, written and verbal evaluation of own artwork, independently choosing materials and creating a design for a finished artwork – this may be working with others to produce an artwork.</p>	<p><b>Painting</b> Observation, Using watercolours – light to dark, broken brushstrokes, painting plaster</p> <p><b>Drawing</b> Using lines, observation, using pencil, sketching, simplifying forms, using chalk and charcoal to show tone</p> <p><b>3d form</b> Modelling with clay – sticking and carving (reliefs), casting in plaster</p> <p><b>Collage</b> Collage with paper</p> <p><b>Printing</b> Reduction printing with polystyrene</p>	<p><b>Art in the Italian Renaissance</b></p> <p>Artists: Michelangelo, Leonardo da Vinci, Raphael</p> <p>Concepts: Italy and 'rebirth' (rejection of middle ages), influence of Greek and Roman art, showing humanity and the natural world, anatomical drawings, painting styles – sfumato, comparison of Leonardo and Michelangelo, realism – linear perspective.</p> <p>Skills: Observational drawing, using plaster, designing and painting on plaster, using perspective to draw. <b>PAINTING DRAWING 3D FORM</b></p>	<p><b>Renaissance Architecture and Sculpture</b></p> <p>Artists/Architects and architecture: Brunelleschi, Donatello, Ghiberti, Michelangelo, Il Duomo, Basilica of St Peter's</p> <p>Concepts: Dome design – Il Duomo, relief sculpture, using of linear perspective in sculpture, influence of classical sculpture, idealisation of human form, contrapposto</p> <p>Skills: Sketching architecture – simplifying forms, designing and creating a relief sculpture in clay - extended project. <b>DRAWING 3D FORM</b></p>	<p><b>Victorian Art and Architecture</b></p> <p><b>Architects/Architecture:</b> Pugin, Barry – The Houses of Parliament</p> <p>Concepts: Classical v Gothic architecture</p> <p>Skills: Drawing buildings. Developing drawing skills – quality of line, level of detail, observing shapes.</p> <p><b>Artists (Pre-Raphaelites)</b> Rossetti, Millais</p> <p>Concepts: Reaction against 'ideal' forms of the renaissance. Aims as artists. Pursuance of photographic reality.</p> <p>Skills: Working in watercolour from light to dark. Observing nature closely. <b>PAINTING DRAWING</b></p>	<p><b>William Morris</b></p> <p>Artist/Designer: William Morris – a detailed study</p> <p>Concepts: Morris as an architect, designer, writer, businessman, British Arts and Crafts movement, rejection of industrialisation, influence of Medieval art and design, influence of Islamic design, textile and wallpaper design, block printing and reduction printing.</p> <p>Skills: Creating a design based on nature, relief reduction printing. <b>DRAWING PRINTING</b></p>	<p><b>Impressionism and Post-Impressionism</b></p> <p>Artists: Monet, Degas, Renoir, Cassatt, Cezanne, Van Gogh, Gauguin</p> <p>Concepts: painting out of doors, landscapes, scenes from everyday life, influence of Japanese prints, expressing light and colour with rapid brushwork, the influence of science about the way we see, changes of emphasis by the post-impressionists (Cezanne, Van Gogh, Gauguin).</p> <p>Skills: painting en plein air and with broken brushstrokes, use of chalk and charcoal for tone, collage <b>PAINTING DRAWING COLLAGE</b></p>	<p><b>Art in the 20<sup>th</sup> Century - Modernism and Beyond:</b></p> <p>Artists: Picasso, Hepworth, Auerbach, Freud, Bowling, Himid</p> <p>Concepts: Modernism, cubism, abstract v figurative painting and sculpture, influence of the second world war, art produced about identity: race and gender.</p> <p>Skills: A child-led investigative approach where the children plan, design and create an artwork from materials of their choice, in response to looking at varied art from the 20<sup>th</sup> century.</p>
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## Lodge Farm Art Progression

<p><b>Year 5</b></p> <p><b>Summary</b></p> <p><b>Concepts in Art:</b> Style, Colour, Pattern, Abstract</p> <p><b>Types of Art:</b> Rococo, Modernism, Abstract, Islamic, African, Chinese, Printmaking</p> <p><b>Skills:</b> Painting, Drawing, 3D form, Printing, Mixed media</p> <p><b>Process: (analysing, exploring, observing, evaluation):</b> verbal, observational, analytical and imaginative drawing activities, annotation of artwork, sketching/creating a design for a finished piece, written and verbal evaluation of own artwork, independently choosing materials and creating a design for a finished artwork – this may be working with others to produce an artwork.</p>	<p><b>Painting</b> Using acrylic on canvas, creating texture with acrylic, painting with inks, using Chinese painting materials – brush use</p> <p><b>Drawing</b> Using lines, rulers and compasses, observation, using pencil, using oil pastels and soft pastels to show tone</p> <p><b>3d form</b> Modelling with clay – sticking and carving (reliefs), Cardboard reliefs,</p> <p><b>Printing</b> Mono-printing with Perspex, screen-printing</p>	<p><b>Style in Art</b></p> <p>Artists/Designers: Stubbs, Munch, Watteau, Chippendale, Van Doesburg, Breuer, Mondrian, Delaunay, Pollock, Rothko, Kandinsky</p> <p>Concepts: What is style in art, features of Rococo art and design, features of Modernist art and design, comparing Rococo and Modernist styles, features and ideas behind abstract art, colour theory in abstract art</p> <p>Skills: Using oil pastels and soft pastels to create light/shade and different marks, accurately copying shapes, independent design by drawing, painting with acrylic on canvass, painting patterns, using colour theory to make colour decisions, creating texture with acrylic</p> <p><b>DRAWING PAINTING 3D FORM</b></p>	<p><b>Islamic Art and Architecture:</b></p> <p>Architecture: The Dome of the Rock, The Alhambra, The Taj Mahal, Begum</p> <p>Concepts: Features of Islamic art and design – geometric patterns, vegetal patterns, calligraphy, tilework, plasterwork. Characteristic features of Islamic architecture in mosques, palaces and tombs – domes, minarets, arches, muqarnas.</p> <p>Skills: using rulers and compasses to draw geometric patterns, paintings with inks, working with clay – carving and building up, painting clay.</p> <p><b>DRAWING PAINTING 3D FORM</b></p>	<p><b>Art from Western Africa</b></p> <p>Art: Antelope headdresses of Mali, ivory carvings and bronze relief sculptures and panels from Benin</p> <p>Concepts: Spiritual purpose and significance of many African works of art, ceremonial masks, cultural changes reflected in artwork, for example the influence of the Portuguese traders on West African art.</p> <p>Skills: Using 3d mixed media to design and create relief sculptures.</p> <p><b>3D FORM DRAWING</b></p>	<p><b>Chinese Painting and Ceramics</b></p> <p>Art: Become familiar with examples of Chinese art, including: silk scrolls, calligraphy, brush writing and painting, porcelain.</p> <p>Concepts: Chinese painting materials, using brushes and colour in a different way, Chinese painting style and design, creation and decoration of porcelain, Chinese trade with and influence on Western Europe.</p> <p>Skills: Using Chinese painting materials and Chinese painting style – emphasis on brush use.</p> <p><b>PAINTING</b></p>	<p><b>Print Making</b></p> <p>Artists: Rembrandt, Hogarth, Hokusai, Warhol</p> <p>Concepts: Printmaking as an indirect art form: blocks, plates, silk screens. Printmaking can be a positive (relief), negative (intaglio) or stencil process. Printmaking allows the creation of multiple versions of the same design.</p> <p>Skills: Mono-printing with Perspex, printing ink and pencils, screen-printing with stencils.</p> <p><b>PRINTING</b></p>	<p><b>History of Photography Or Take One Picture</b></p> <p>The artist(s), concepts and skills covered in this unit will depend upon the focus picture chosen by the National Gallery Take One Picture scheme.</p> <p>Photographers: Dorothea Lange, Lewis Wicks Hine, Jason Evans, Peter Keetman, Aaron Siskind</p> <p>Concepts: The beginnings and development of photography – camera obscura, daguerreotype, roll films, the Kodak camera, colour, digital photography. Victorian portraiture. Documentary photography. Abstract photography.</p> <p>Skills: Using a digital camera, composition – different views, angles and positions, using a viewfinder, zooming in, editing.</p> <p><b>PHOTOGRAPHY COLLAGE</b></p>
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<p><b>Year 6</b></p> <p><b>Summary</b></p> <p><b>Concepts in Art:</b> Realism - Observational Drawing, Linear Perspective, Science in Art, Painting en plein air, Pattern</p> <p><b>Types of Art:</b> Renaissance Art and Architecture, Victorian Art and Architecture, The Pre-Raphaelites, Victorian Design – The Arts and Crafts Movement, Impressionism and Post-Impressionism, Modernism</p> <p><b>Skills:</b> Painting, Drawing, 3D form, Collage, Printing</p> <p><b>Process (analysing, exploring, observing, evaluation):</b> verbal, observational, analytical and imaginative drawing activities, annotation of artwork, sketching/creating a design for a finished piece, written and verbal evaluation of own artwork, independently choosing materials and creating a design for a finished artwork – this may be working with others to produce an artwork.</p>	<p><b>Painting</b> Observation, Using watercolours – light to dark, broken brushstrokes, painting plaster</p> <p><b>Drawing</b> Using lines, observation, using pencil, sketching, simplifying forms, using chalk and charcoal to show tone</p> <p><b>3d form</b> Modelling with clay – sticking and carving (reliefs), casting in plaster</p> <p><b>Collage</b> Collage with paper</p> <p><b>Printing</b> Reduction printing with polystyrene</p>	<p><b>Art in the Italian Renaissance</b></p> <p>Artists: Michelangelo, Leonardo da Vinci, Raphael</p> <p>Concepts: Italy and 'rebirth' (rejection of middle ages), influence of Greek and Roman art, showing humanity and the natural world, anatomical drawings, painting styles – sfumato, comparison of Leonardo and Michelangelo, realism – linear perspective.</p> <p>Skills: Observational drawing, using plaster, designing and painting on plaster, using perspective to draw. <b>PAINTING DRAWING 3D FORM</b></p>	<p><b>Renaissance Architecture and Sculpture</b></p> <p>Artists/Architects and architecture: Brunelleschi, Donatello, Ghiberti, Michelangelo, Il Duomo, Basilica of St Peter's</p> <p>Concepts: Dome design – Il Duomo, relief sculpture, using of linear perspective in sculpture, influence of classical sculpture, idealisation of human form, contrapposto</p> <p>Skills: Sketching architecture – simplifying forms, designing and creating a relief sculpture in clay - extended project. <b>DRAWING 3D FORM</b></p>	<p><b>Victorian Art and Architecture</b></p> <p><b>Architects/Architecture:</b> Pugin, Barry – The Houses of Parliament</p> <p>Concepts: Classical v Gothic architecture</p> <p>Skills: Drawing buildings. Developing drawing skills – quality of line, level of detail, observing shapes.</p> <p><b>Artists (Pre-Raphaelites)</b> Rossetti, Millais</p> <p>Concepts: Reaction against 'ideal' forms of the renaissance. Aims as artists. Pursuance of photographic reality.</p> <p>Skills: Working in watercolour from light to dark. Observing nature closely. <b>PAINTING DRAWING</b></p>	<p><b>William Morris</b></p> <p>Artist/Designer: William Morris – a detailed study</p> <p>Concepts: Morris as an architect, designer, writer, businessman, British Arts and Crafts movement, rejection of industrialisation, influence of Medieval art and design, influence of Islamic design, textile and wallpaper design, block printing and reduction printing.</p> <p>Skills: Creating a design based on nature, relief reduction printing. <b>DRAWING PRINTING</b></p>	<p><b>Impressionism and Post-Impressionism</b></p> <p>Artists: Monet, Degas, Renoir, Cassatt, Cezanne, Van Gogh, Gauguin</p> <p>Concepts: painting out of doors, landscapes, scenes from everyday life, influence of Japanese prints, expressing light and colour with rapid brushwork, the influence of science about the way we see, changes of emphasis by the post-impressionists (Cezanne, Van Gogh, Gauguin).</p> <p>Skills: painting en plein air and with broken brushstrokes, use of chalk and charcoal for tone, collage <b>PAINTING DRAWING COLLAGE</b></p>	<p><b>Art in the 20<sup>th</sup> Century - Modernism and Beyond:</b></p> <p>Artists: Picasso, Hepworth, Auerbach, Freud, Bowling, Himid</p> <p>Concepts: Modernism, cubism, abstract v figurative painting and sculpture, influence of the second world war, art produced about identity: race and gender.</p> <p>Skills: A child-led investigative approach where the children plan, design and create an artwork from materials of their choice, in response to looking at varied art from the 20<sup>th</sup> century.</p>
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