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| Macintosh HD:Users:ianread:Documents:WCM 2016-17:Miscallaneous:WCM booklets:WCM Logos 2017 PNGs:WCM logo final:watercliffe_line_White.pngYear Two – Spring Termly Overview: Art/Design and Technology |

**What do we need to survive?**

**End Point**

Fab Finish **– illustrated Animal Encyclopaedias**

KWL

1. K = knowledge. Show question and ask what we already know. Record on display as well as in Theme folder

W = what do we want to know. Added to over time

Collect relevant work from artists in a **sketch book**.

2. Collect a range of artwork from artists.

Beatrix Potter

Rousseau

Chagall

Adonna Khare

Learn about particular **artists and designers** as inspiration.

2. Learn about the work of different artists. Similarities and differences.

Beatrix Potter

Rousseau

Adonna Khare

Experiment with and use a range of **tools, materials and techniques**.

3. Experimenting different shading techniques using pencil. (Hatching/Stippling etc.)

6. Experiment using clay techniques, e.g. rolling, cross hatching etc.

Create **2D** and **3D** work.

4. Use drawing to develop their ideas. Choose animal and children to apply their shading techniques. (Draft 1)

7. Children to apply clay techniques to make an animal linking back to their sketch.

**Reflect** on your learning to see how we could improve.

5. In partners, with modelling, children to give feedback on each other’s sketch of animals. Using this feedback, children to use drawing and shading techniques to complete second draft. (Draft 2)

Reflection

Written reflection to go on final page in folders and added to Uni Files.

Review will be an integral part of each session with built in time to discuss and record what has been learnt, any misconceptions or new questions. These will be added to the classroom display in the right section of the KWL grid and in Theme Folders (up to teacher’s discretion whether to type for the class or record individually). This will be used to measure impact.

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| **Knowledge** | **Skills** | **Concepts** | **Key Vocabulary** |
| * To use a range of materials creatively to design and make products
* To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
* To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
* 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
 | * Different shading techniques
* Understanding shape, size and space
 | * Different textures and appearances through shading
* Understanding of animals proportion of their bodies
 | * Colour
* Shape
* Space
* Line
* Form
* Pattern
* Texture
* Techniques
* Artists
* Materials
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