



St. Benedict's Primary School Art Overview 2022-2023



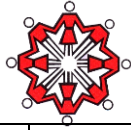
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<p>Enchanted Woodlands Science - plants</p> <p>We are creature artists Use lines to represent a shape or outline. Art and design - Proficiency 3 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>We are flower artists Describe the sensory properties of a range of different materials and decide which ones to use when making something. Art and design - Produce 1 Use a range of materials creatively to design and make products.</p> <p>We nature Artists (look at work of artist Andy Goldsworthy) Describe the sensory properties of a range of different materials and decide which ones to use when making something.</p>	<p>Bright Lights Big City Geography - The UK, maps and direction</p> <p>We are City artists Use lines to represent a shape or outline. Art and design - Proficiency 3 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>We are architects Use lines to represent a shape or outline. Art and design - Proficiency 3 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p>	<p>Superheroes PE Fantasy and real heroes. The senses</p> <p>We are sculptors Use lines to represent a shape or outline. Art and design - Proficiency 3 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p>	<p>Beachcombers Science - seashore</p> <p>We are modellers Use modelling materials to create an imaginary or realistic form. Art and design - Proficiency 3 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>We are shell investigators Develop ideas from a variety of starting points including the natural world, man-made objects, fantasy and stories. Art and design - Produce 1 Use a range of materials creatively to design and make products.</p> <p>We are pattern creators Create patterns using natural materials (e.g.</p>	<p>Paws Claws and Whiskers Art and Design animals and their features</p> <p>We are printers Create a simple pattern using colours and shapes. Art and design - Proficiency 3 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>We are sculptors Handle and manipulate rigid and malleable materials and say how they feel. Art and design - Proficiency 3 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>We are designers Cut and tear paper and glue it to a surface.</p>	<p>Dinosaur Planet History - dinosaurs and fossils</p> <p>We are artistic Describe the sensory properties of a range of different materials and decide which ones to use when making something. Art and design - Proficiency 3 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>We are realistic artists Use modelling materials to create a realistic or imagined form. Art and design - Produce 1 Use a range of materials creatively to design and make products.</p> <p>We are modellers Use modelling materials to create a realistic or imagined form. Art and design - Proficiency 3 Develop a wide range of</p>



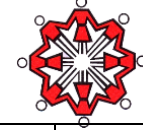
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	<p>Art and design – Proficiency 3 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p>			<p>pebbles, sticks, shells, leaves and petals). Art and design – Proficiency 3 Develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space.</p>	<p>Art and design – Produce 1 Use a range of materials creatively to design and make products.</p>	<p>art and design techniques in using colour, pattern, texture, line, shape, form and space.</p>
TFW Text Experience	Owl Babies Cinema	Goldilocks <i>standalone text</i> Afternoon tea with the Queen	Aladdin	Rainbow Fish Sea Life Centre/Performance	The Very Cranky Bear All Things Wild Centre	Where the Wild Things Are
Year 2	<p>Street Detectives Geography - exploring the local community</p> <p>We are Urban artists Explain what they like/dislike about an artwork, comparing it with other pieces of art. Art and design – artists & history 4 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>Land Ahoy Geography Captain Cook, boats and sea rescues</p> <p>We are creative artists Develop ideas from a variety of starting points including the natural world, man-made objects, fantasy and stories. Art and design – Produce 1 Use a range of materials creatively to design and make products.</p>	<p>Scented Gardens Science - flowers and their parts, growing things</p> <p>We are flower artists Use line and tone to draw shape, pattern and texture. Art and design – Proficiency 3 Use drawing, painting and sculpture to develop and share ideas, experiences and imagination.</p> <p>We are sculptors Use modelling materials to create an imaginary or realistic form. Art and design – Produce 1 Use a</p>	<p>Towers, Tunnels and Turrets D&T/History Castles, towers and tunnels. Building structures</p> <p>We are modellers Use modelling materials to create an imaginary or realistic form. Art and design – Proficiency 3 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p>	<p>Muck, Mess and Mixtures Science/Art Materials and their properties through art</p> <p>We are landscapers Develop ideas from a variety of starting points including the natural world, man-made objects, fantasy and stories. Art and design – artists & history 4 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>Wriggle and Crawl Science - minibeasts and their habitats</p> <p>We are mini-artists Choose appropriate materials and techniques for a given project. Art and design – Produce 1 Use a range of materials creatively to design and make products.</p>



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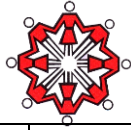
			range of materials creatively to design and make products.		<p>We are media artists Create patterns using natural materials (e.g. pebbles, sticks, shells, leaves and petals). Art and design - Proficiency 3 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>We are painters Choose appropriate materials and techniques for a given project. Art and design - Proficiency 3 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p>	
TFW Text Experience	<p>On the Way Home Cinema</p>	<p>Lost and Found</p>	<p>The Owl Who was Afraid of the Dark</p>	<p>George and the Dragon Theatre production in school</p>	<p>The Magic Brush</p>	<p>The Nightmare Man <i>stand alone text</i></p>
Year 3	<p>Heroes and Villains Music, moral dilemmas</p> <p>We are sculptors Use a range of modelling materials and tools,</p>	<p>Predator Science food chains, fossils and predatory plants</p> <p>We are sketchers Identify interesting aspects</p>	<p>Tremors Geography /History - natural disasters, earthquakes and volcanoes</p>	<p>Mighty Metals Science - materials, forces, magnets and robots</p>	<p>Scrumdiddlyumptious! D&T - Food, nutrition and cooking</p> <p>We are material explorers</p>	<p>Tribal Tales History- Stone Age, Bronze Age and Iron Age history</p>



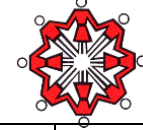
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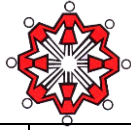
	<p>choosing the one most appropriate to a given task. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p> <p>We are sketch artists Identify interesting aspects of objects as a starting point for work. Art and design - Produce 1 Create sketch books to record their observations and use them to review and revisit ideas. Art and design - Evaluate 2 Evaluate and analyse creative works using the language of art, craft and design</p>	<p>of objects as a starting point for work. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>We are figurine artists Use a range of modelling materials and tools, choosing the one most appropriate to a given task. Art and design - Proficiency 3 Improve their mastery of art and design techniques, include drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>We are material explorers Explain the purpose of a given task and identify the ideal materials and tools for the job. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>Use a range of modelling materials and tools, choosing the one most appropriate to a given task. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>We are historian artists Use a range of artistic vocabulary to compare artworks of a particular genre or movement. Art and design - artists & history 4 Find out about great artists, architects and designers in history.</p> <p>We are folk artists Imprint a range of patterns into modelling materials such as clay, dough and papier-mâché. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p> <p>We are material investigators Identify interesting aspects of objects as a starting point for work. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range</p>
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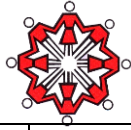
						of materials (e.g. pencil, charcoal, paint, clay).
TFW Text Experience	The Troll	The Reluctant Dragon	Adventures at Sandy Cove	The Thing in the Basement <i>standalone text</i>	Daft Jack	Perseus and Medusa <i>standalone text</i>
Year 4	<p>I am Warrior History- The Roman Empire and its impact on Britain <u>We are designers</u> Draw from close observation to capture fine details. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are sketchers</u> (look at the paintings and statues of Boudicca) Draw from close observation to capture fine details. Art and design - Proficiency 3 Improve mastery of art and design techniques, including drawing, painting and sculpture</p>	<p>Potions Science- Solids, Liquids and Gas <u>We are designers</u> Investigate, combine and organise visual and tactile qualities of materials and processes when making something. Art and design - Proficiency 3 Improve mastery of art and design techniques, including drawing, painting and sculpture with materials (e.g. pencil, charcoal, paint and clay). <u>We are model makers</u> Investigate, combine and organise visual and tactile qualities of materials and processes when making something. Art and design - Proficiency 3 Improve mastery of art and design techniques, such as drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are print artists</u></p>	<p>Traders and Raiders History/DT- Here Come the Saxons: Anglo Saxons and Vikings <u>We are print makers</u> Use a motif and stencil to create a mono or repeat print. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are sketchers</u> Make/use a sketch book with a hard cover and mitred corners. Art and design - Proficiency 3 Improve mastery of art and design techniques, including</p>	<p>Burps, Bottoms and Bile Science- Inside your body <u>Standalone lesson</u> Model making different body parts. <u>We are model makers</u> Select and record visual and other information to develop ideas on a theme. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>Misty Mountain Sierra Geography- Mighty Mountains <u>We are model makers</u> Add embellishments and decorations to enhance a form or sculpture. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are weavers designers</u> Investigate, combine and organise visual and tactile qualities of materials and processes when making something. Art and design - Proficiency 3 Improve their mastery of</p>	<p>Blue Abyss Geography/Science- The Ocean World <u>We are nature artists</u> Draw from close observation to capture fine details. Art and design - Evaluate 2 Create sketch books to record their observations and use them to review and revisit ideas. <u>We are model makers</u> Select and record visual and other information to develop ideas on a theme. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are 3D model makers</u> Select and record visual and other information to develop ideas on a theme. Art and design - Proficiency 3 Improve</p>



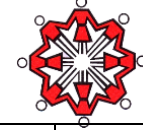
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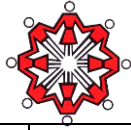
	<p>with materials (e.g. pencil, charcoal, paint and clay). <u>We are mosaic artists</u> Compare and comment on a number of artworks on a similar theme, explaining the approaches taken by different artists or genres. Art and design - artists & history 4 Find out about great artists, architects and designers in history. <u>We are jewellery designers</u> Investigate, combine and organise visual and tactile qualities of materials and processes when making something. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>Take a picture from an unusual or thought-provoking viewpoint. Art and design - Proficiency 3 Improve mastery of art and design techniques, such as drawing, painting and sculpture with materials (e.g. pencil, charcoal, paint, clay). <u>We are historians</u> Compare and comment on a number of artworks on a similar theme, explaining the approaches taken by different artists or genres. Art and design - artists & history 4 Learn about great artists, architects and designers in history. <u>We are artists</u> Investigate, combine and organise visual and tactile qualities of materials and processes when making something. Art and design - Proficiency 3 Improve mastery of art and design techniques, such as drawing, painting and sculpture with materials (e.g. pencil, charcoal, paint and clay).</p>	<p>drawing, painting and sculpture with materials (e.g. pencil, charcoal, paint and clay). <u>We are artists</u> Compare and comment on a number of artworks on a similar theme, explaining the approaches taken by different artists or genres. Art and design - artists & history 4 Find out about great artists, architects and designers in history.</p>		<p>art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are weave makers (look at the work of Adi)</u> Investigate, combine and organise visual and tactile qualities of materials and processes when making something. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are historians in art</u> Compare and comment on a number of artworks on a similar theme, explaining the approaches taken by different artists or genres. Art and design - artists & history 4 Find out about great artists, architects and designers in history. <u>We are batik artists (look at batik art)</u> Select and record visual and other information to develop ideas on a theme. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are artists</u> Draw from close observation to capture fine details. Art and design - Proficiency 3</p>
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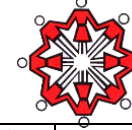
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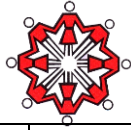
						Improve mastery of art and design techniques, such as drawing, painting and sculpture with materials (e.g. pencil, charcoal, paint and clay).
Year 5	<p>Stargazers Space BIG QUESTION ILP Focus; Science Art & Design: Phases of the moon <u>We are print makers</u> Create a detailed block for printing using string, card, foam or lino. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are artists</u> Use simple rules of perspective in drawings of figures and buildings.</p>	<p>Off With Her Head The Tudors BIG QUESTION ILP Focus; History Art & Design: Costumes, jewellery, life sized Henry V111 <u>We are historians in art (look at portraits by Hans Holbein)</u> Explain how a piece of artwork makes them feel, explaining views by reference to effects (e.g. colour and pattern). Art and design - artists & history 4 Find out about great artists, architects and designers in history. <u>We are critical artists (look at miniature Tudor portraits)</u> Compare and comment on ideas/methods/approaches in own and others' work (relating to context).</p>	<p>Alchemy Island A fantasy world BIG QUESTION ILP Focus; Music Art & Design: Journey to Alchemy Island <u>Standalone lesson</u> <u>We are adventurers</u> Explain how a piece of artwork makes them feel, explaining views by reference to effects (e.g. colour and pattern) Art and design - Proficiency 3 Become proficient in drawing, painting, sculpture and other art, craft and design techniques Use your imagination to paint the island. Use a range of different</p>	<p>Beast Creator Minibeasts BIG QUESTION ILP Focus; Science Art & Design: Darwin's drawings <u>We are artists</u> Use simple rules of perspective in drawings of figures and buildings. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are Darwin artists (look at Charles Darwin's drawings of insects)</u></p>	<p>Pharaohs Ancient Egypt BIG QUESTION ILP Focus; History Art & Design: Hieroglyphics <u>We are explorers of art</u> Explain how an idea has developed over time. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). <u>We are Egyptian artists</u> Combine a range of media within a piece of work and explain the desired effect. Art and design - Proficiency 3 Improve</p>	<p>Allotment Food origins and farming BIG QUESTION ILP Focus; Geography Art & Design: Observational drawing <u>We are artists</u> Make observational drawings in sketchbooks of plants, fruits, vegetables, leaves, flowers, seeds and bulbs. Art and design - Evaluate 2 Create sketch books to record their observations and use them to review and revisit ideas. <u>We are artists</u> Develop detailed drawings and paintings of plants and flowers from their plant and flower observations.</p>



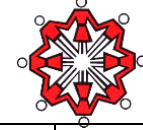
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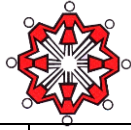
	<p>Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>Art and design - artists & history 4 Find out about great artists, architects and designers in history. We are sketchers Use cross-hatching to add tonal detail. AD 1 Create sketch books to record their observations and use them to review and revisit ideas. We are sculptors Carve and sculpt materials using a range of tools and finishing techniques (e.g. sanding, etching and smoothing). Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>paintbrushes and experiment with creating mood with colour. Standalone lesson We are collage artists Create a montage collage. Select and arrange materials for a striking effect. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>Use simple rules of perspective in drawings of figures and buildings. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). We are collage artists (look at the work of Kurt Schwitters) Create a monochromatic collage which incorporates text. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). We are explorers of different media Combine a range of media within a piece of work and explain the desired effect. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p>	<p>their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). We are historians in art Explain how a piece of artwork makes them feel, explaining views by reference to effects (e.g. colour and pattern) Art and design - artists & history 4 Find out about great artists, architects and designers in history.</p>	<p>Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>
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				(e.g. pencil, charcoal, paint, clay).		
Year 6	<p>A Child's War World War 2 BIG QUESTION ILP Focus; History Art & Design: A Street Party - bunting We are artists Design and make bunting to decorate the houses. Make a flag or banner to wave to wave at the street party. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>Blood Heart Human circulatory system BIG QUESTION ILP Focus; Science Art & Design: Modelling & Sculpture – Abstract Art We are sculptors Model a heart from clay or plasticine. Use their sculpture to explain how the heart works. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). We are artists Use ready mixed paint, Brusho and ink in different shades of red to create abstract paintings. Employ a range of tools to blow, smudge, paint, mark and print the liquids. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>Frozen Kingdom Polar Regions BIG QUESTION ILP Focus; Geography Art & Design: Photography/Block Printing/Painting We are photographers Use digital cameras to photograph ice and snow, capturing their beauty at close range. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). We are artists Use Brusho or similar dyes to create skyscape paintings of the Northern Lights, experimenting with different ways of application. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p>	<p>Darwin's Delights Evolution and Inheritance BIG QUESTION ILP Focus; Science Art & Design: Observational Drawings We are artists Choose a range of coloured and textured papers, as well as good quality drawing paper, to make a sewn sketchbook or journal. Create a waterproof cover so that it can be used outdoors. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). We are artists Work outdoors to sketch plants, flowers and trees, looking carefully to accurately capture their shape, form, pattern and colour. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing,</p>	<p>Hola Mexico Mayan Civilisation BIG QUESTION ILP Focus; History/music Art & Design: Sculpture/ Mayan art/Carvings We are artists Look at images from <i>Día de los Muertos</i> (Day of the Dead), celebrated from 31st October-2nd November. Use a range of materials to create a 3-D Day of the Dead skull. Paint with a range of beautiful patterns and bright colours. We are sculptors Create amazing stone carvings like the intricate Maya stelae. Begin by looking at examples of the beautifully detailed stelae, sketching parts of their designs and looking particularly at patterns and shapes. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>Gallery Rebels Significant Artists BIG QUESTION ILP Focus; Art and Design Art & Design: Great artists of the 19th and 20th centuries We are historians in art Visit a local or national art gallery to view an art exhibition. Engage in conversations about work seen, discussing artistic features such as composition, colour, form and meaning. Visit an artist's studio or invite an artist into school to make art together. Art and design - artists & history 4 Learn about great artists, architects and designers in history. We are impressionist artists Look closely at the works of Impressionist artists and discuss the techniques used to create the Impressionist effect. Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay). Using a range of online and offline historical source</p>



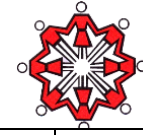
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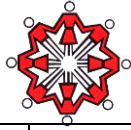
			<p>(e.g. pencil, charcoal, paint, clay).</p> <p><u>We are explorers of art</u> Discover the beautiful artwork of the Inuit, the Arctic's indigenous people. Find examples of Inuit prints and carvings of birds, Arctic mammals, polar bears, seals, caribou and wolves.</p> <p>Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p> <p><u>We are artists</u> Display block printing work to create an Inuit gallery. Annotate their work, describing their inspirations and intentions and explaining the techniques used to create them. Adapt and refine artwork in light of constructive feedback and reflection.</p> <p>Art and design - Evaluate 2 Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p> <p><u>We are sketchers</u> Use fine ink pens to make detailed drawings in their sketchbooks of different types of shells, including barnacle shells.</p> <p>Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p><u>We are explorers of different media</u> Use a 3-D animal former and, applying collage and painting techniques, decorate it with Mexican pattern work and colours typical of the genre.</p> <p>Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p>	<p>materials, find out how the Impressionist movement began, what it involved and why it was initially unpopular.</p> <p>Art and design - artists & history 4 Learn about great artists, architects and designers in history.</p> <p><u>We are expressionist artists</u> Look closely at a range of Expressionist Art. Discuss their initial reactions and brainstorm the emotive language that might describe it. Record ideas in a sketchbook, sketching small parts of bigger paintings to show colour and compositions.</p> <p>Art and design - artists & history 4 Learn about great artists, architects and designers in history. Paint a self-portrait in the style of the Expressionist artists. Choose an emotion to portray and experiment with a range of colours and brush strokes.</p> <p>Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p> <p><u>We are Surrealist artists</u> Look closely at a range of Surrealist art, discussing initial reactions and making notes about things that</p>
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						<p>interest them in a sketchbook or journal.</p> <p>Art and design - artists & history 4 Learn about great artists, architects and designers in history. Research the life and times of Salvador Dalí. Discover how he began work as an artist, why he turned to Surrealism, his foray into film, the importance of his paintings and sculptures and where he lived and died. Create a timeline of his life, using facts and images found during your research to bring it to life.</p> <p><u>We are historians in art</u> Look at examples of Damien Hirst's controversial formaldehyde work. Make notes in your sketchbook to record things that you find out, remembering to add your personal view.</p> <p>Art and design - artists & history 4 Find out about great artists, architects and designers in history. Consider what you might suspend to create work of a similar style. A leaf? A flower? A snail's shell? Why not source a more humorous item, such as a small model animal? A dinosaur? A set of false teeth? Record your design ideas in your sketchbook or journal. Use all</p>
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						<p>of your preparation work to create your masterpiece. Take a digital photograph to record the different stages of creation, including your final piece.</p> <p>Art and design - Proficiency 3 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay).</p> <p><u>We are artists</u></p> <p>Invite parents and carers into school to view the children's artwork.</p> <p>Reflect upon their work by writing a summary review in their personal sketchbook.</p> <p>Share their reflections with an adult and explain what they have learned about the different genres.</p> <p>Art and design - Evaluate 2 Evaluate and analyse creative works using the language of art, craft and design</p>
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