


MTP Autumn 24 25 26 27	Question	Vocabulary	Suggested significant artist	Artist technique	Development of ideas	Compare and contrast
Hazel	Who am I?	Drawing Painting Sculpture Self-portrait techniques	Frida Kahlo Vicent Van Gogh Paul Klee James Lake – sculpture	Use drawing, painting and sculpture to develop and share ideas, experiences and imagination	Create self-portraits using different techniques 	Use different techniques to create a range of self portraits e.g, drawing, painting, sculping
Juniper	Where do I belong?	Symmetry Charcoal Pencils Reflection Shadow Direction Perspective		Create sketches of the local area using pencils, charcoals)  Create facial images that show the impact of perfect symmetry using digital art	Create a street view of our local area in the style of  Use digital art to create a symmetrical image of your face/body	How different does your face/body look if it was perfectly symmetrical?
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Hazel	Could all animals live in the same place?	Collage Colour Pattern Bumpy Soft Scratchy	Megan Coyle Deborah Shapiro	Use a range of materials creatively to design and make products Use Use different patterns and textures	Create different type of animals using collage  Children create collage colour wheels and discuss how different colours make them feel	Children explore using different methods and materials e.g. :working on different sized and type of paper
Juniper	What are the risks of natural disasters?	Collage Natural events Textures Patterns Brush techniques Mood Striking Mixed media Overlap Layer	The Great Wave off Kanagawa	Use watercolour paint to produce washes for backgrounds then add detail. Select and arrange materials for a striking effect. Use a range of media to overlap and layer to create a collage	Children explore how to create mood with colour. Children explore how to make and match colours to reflect the colours in nature	Children explore how to create mood with colour. Children explore how to make and match colours to reflect the colours in nature
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Hazel	What were the Queen's favourite flowers?	Thin and thick Accurate (colouring) Texture Tones	Pietro Annigoni Chris Levine Richard Stone	Draw lines of different sizes and thickness. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils.	Colour (own work) neatly following the lines. Use feedback to improve outcomes	Compare different methods and materials e.g pencils, crayons, pastels, felt tips, charcoal and chalk.
Juniper	Who has a King or Queen?	Tone Texture	Suggested themes Roman buildings	Use different hardness of pencils	Use pencil to create light and	Explore the relationship

		<p>Sketch Shading Shadow Hatching Cross hatching</p>	<p>artefacts and symbols Or work linked to these artists Jason G Hardy Ian Murphy E.H. Shepard M.C. Escher Edgar Degas</p>	<p>to show line, tone and texture. Sketch lightly (no need to use a rubber to correct mistakes). Use shading to show light and shadow. Use hatching and cross hatching</p>	<p>shade when drawing roman architecture Make informed choices including which media and paper to use. Annotate sketches to explain &amp; elaborate ideas. Edit and improve work based on peer feedback</p>	<p>between line and tone, pattern and shape and line and texture.</p>
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<p>Hazel</p>	<p>How do humans survive?</p>	<p>Sculpture Combination Malleable material Kneading Moulding Carving Texture</p>	<p>Emil Alzamora. Henry Moore 'Gathering' by Chris Rench. The Yox Man – Laurance Edwards</p>	<p>Use malleable materials e.g. clay and explore a range of techniques such as squashing, kneading, rolling, cutting, molding and carving.</p>	<p>Use rolled up paper, straws, paper, card and clay as materials for a sculpture.</p>	<ul style="list-style-type: none"> <li>• Include lines and texture.</li> <li>• Use a combination of shapes.</li> </ul>
<p>Juniper</p>	<p>Why are skeletons so important?</p>	<p>Technique Wash Detail Mood</p>		<p>Use a number of brush techniques, using thick and thin brushes to produce shapes, textures, patterns and lines</p>	<p>Collect information, sketches and resources. Adapt and refine ideas as they progress.</p>	<p>Collect information, sketches and resources. Adapt and refine ideas as they progress.</p>

				Experiment with different effects and textures: blocking in colour, washes, thickened paint etc. Use watercolour paint to produce washes for backgrounds then add detail.		
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Hazel  1 <sup>st</sup> half term	How can you use four colours to create a masterpiece?	Primary Secondary Tertiary Mixing Pop art Graffiti	Keith Haring Roy Lichtenstein	Use paint to mix primary colours Use secondary colours to make tertiary colours Use colour, pattern, texture, line, shape, form and space to create masterpieces	Colour wheels Pop art Graffiti style art	Compare and contrast Art using just primary colours and art using a wider range of colours
2 <sup>nd</sup> half term		Printing Pattern Repeat Overlapping Digital art Masterpiece Texture Tone	Piet Mondrian Kandinsky Patterns	Use objects to create prints (e.g. fruit, vegetables or sponges). Press, roll, rub and stamp to make prints. How to use a simple computer programme to make art.	Use repeating or overlapping shapes Use repeating or overlapping shapes	Compare and contrast digital art to printing in four colours

				Use the tools function to create different textures, lines, tones, colours and shapes.		
Juniper						
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Hazel	What foods give us the best colours?	Textiles Dip dye Colour pallet Blend Weave Plait	<a href="https://www.fiberartsy.com/how-to-make-natural-dyes-from-food/">https://www.fiberartsy.com/how-to-make-natural-dyes-from-food/</a>	Use dip dye techniques - (vegetables/brush) to create a colour pallet Blend dye to create new colours	Plaiting. Weaving to create a pattern. Joining materials using glue and/or a stitch.	Compare the effectiveness of different food dyes Identify dyes that come from a range of foods
Juniper	How do artists create light and dark?	Tone Texture Sketch Shading Shadow Hatching Cross hatching	Suggested themes Roman buildings artefacts and symbols or work linked to these artists Jason G Hardy Ian Murphy E.H. Shepard M.C. Escher Edgar Degas	Use different hardness of pencils to show line, tone and texture. Sketch lightly (no need to use a rubber to correct mistakes). Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture.	Use pencil to create light and shade when drawing roman architecture Make informed choices including which media and paper to use. Annotate sketches to explain & elaborate ideas. Edit and improve work based on peer feedback	Explore the relationship between line and tone, pattern and shape and line and texture.