| TERM | Spring | Cycle | B |
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| CLASS | Birch |  |  |
| SUBJECT | Art | Teacher information <br> Impressionism is a style of painting which began in France in <br> the late 19 <br> subjects painted in a broad, rapid style, with brushstrokes that <br> are easily seen and colours that are often bright. |  |
| Subject Area | Impressionism 1860-1880 and Post Impressionism 1880. |  |  |

## Prior knowledge

Art knowledge

- To know that Impressionism and Post-Impressionism are periods of art from the past.
- To name 5 artists from this art period: -
* Claude Monet who is famous for his landscape paintings.
* Paul Gauguin is famous for the way that he used colour.
* Henri Matisse who is famous for his use of colour and original ideas
* Paul Cezanne who is famous for painting more than 900 art works
* Vincent van Gogh is famous for the influence he had on world art.


## Art skills - to be able to: -

## Generic skills

- Record and explore ideas from first hand observations.
- Ask and answer questions about starting points for their work.
- Develop their ideas by trying things out, changing their minds.
- Explore the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, making links to their own work.
- Look and talk about own work and that of others and the techniques they had used.
- Identify what they might change in their current work to develop their future work.
- Use appropriate language to describe colour media, equipment and textures.
Drawing Painting
- Experiment with a variety of media e.g. pencils, rubbers, crayons, pastels, felt tips, charcoal, pen, chalk.
- Begin to control types of marks made with the range of media.
- Name, match and draw lines from observations and invent new lines.
- Observe and draw shapes. Draw shapes in between objects and invent new shapes.
- Draw on different surfaces with a range of

Painting

- Experiment with a variety of media; different brush sizes and tools.
- Explore lightening and darkening paint without the use of black or white.
- Begin to control the types of marks made with the range of media.
- Start to record simple media explorations in a sketch book.
- Start to mix a range of secondary colours, moving towards predicting resulting colours.
media.
- Start to record simple media explorations in a sketch book.
- Produce an expanding range of patterns and textures.


## 3D Sculpture

- Shape and model materials for a purpose from observation and imagination.
- Use simple 2-D shapes to make a 3-D form.
- Ensure children know names of all basic colours.
- Find collections of colour e.g. different sorts of green, blue, purple etc. Use language to evaluate e.g. light/dark.


## Textiles/ Texture

- Begin to identify different types and textures of fabric and materials for collage.
- Collage - create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines etc.
- Arrange and glue materials to different backgrounds.
- Fold, crumple, tear and overlap papers.


## Core knowledge that will be learnt in this unit

## Art knowledge

- To know that Impressionism is a style of painting which began in France in the late $19^{\text {th }}$ Century.
- Impressionist painting shows life-like subjects painted in a broad, rapid style, with brushstrokes that are easily seen and colours that are often bright.
- To know that Post-Impressionism is a term used to describe the development of French art after Edouard Manet (1832-1883).
- To name 5 artists from this art period: -
* Edgar Degas was a French Impressionist artist famous for his pastel drawings and oil paintings that show movement.
* Henri Rousseau was a French post-impressionist painter who was untrained and famous for his simple style.
* Pablo Ruiz Picasso was a Spanish painter, sculptor, printmaker, ceramicist and theatre designer.
Art skills - to be able to: -


## Generic skills

| Year 2 | Year 3 | Year 4 |
| :---: | :---: | :---: |
| - Record and explore ideas from first hand observations. <br> - Ask and answer questions about starting points for their work. <br> - Develop their ideas by trying things out, changing their minds. <br> - Explore the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, making links to their own work. <br> - Discuss own work and others work, expressing thoughts and feelings. <br> - Identify changes they might make or how their work could be developed further. | - Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. <br> - Question and make thoughtful observations about starting points and select ideas to use in their work. <br> - Explore a range of artists, architects and designers in history, describing the differences and similarities between different practices and disciplines, making links to their own work. <br> - Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them, using knowledge and understanding of artists and techniques. | - Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. <br> - Question and make thoughtful observations about starting points and select ideas to use in their work. <br> - Further explore a range of artists, architects and designers in history, describing the differences and similarities between different practices and disciplines, making links to their own work. <br> - Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. |


| Extend on their vocabulary to express their thoughts. |  | - Adapt their their views they might <br> - Use a sketc media explo experimen planning an material for to annotate sketchbook |  | ing to <br> how <br> rther. <br> ord <br> ll as <br> source <br> s. Begin | - Adapt their work according to their views and describe how they might develop it further. <br> - Use a sketchbook to collect and record media explorations and experimentations, as well as planning and collecting source material for future works. Continue to annotate work in a sketchbook with more detail |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Drawing |  |  | Painting |  |  |
| Y2 | - Begin to control the types of marks made with a range of media such as crayons, pastels, felt tips, charcoal, pen, chalk. <br> - Continue to name, match and draw lines from observations and invent new lines. <br> - Continue to observe and draw shapes. Draw shapes in between objects and invent new shapes. <br> - Draw on a range of different surfaces using different media. <br> - Use a sketchbook to plan and develop simple ideas. <br> - Continue to investigate tone by drawing light/dark lines, patterns and shapes using a pencil. <br> - Observe anatomy and encourage accurate drawings of people. |  |  | - Begin to control the types of marks made with a range of painting techniques e.g. layering, mixing media and adding texture. <br> - Continue to experiment in lightening and darkening colours without the use of black or white. Begin to mix colour shades and tones. <br> - Use a sketch book to plan and develop simple ideas and continue to store information on colour mixing, the colour wheel and colour spectrums. <br> - Use a brush to produce marks appropriate to work e.g. small brush for small marks. <br> - Begin to name different types of paints and their properties. |  |
|  |  |  | Y3 | - Demonstrate increasing control of the types of marks made and experiment with different effects and textures e.g. blocking in colour, washes, thickened paint creating textural effects. <br> - Introduce different types of brushes for specific purposes. <br> - Use light and dark within painting and begin to explore complementary colours. <br> - Mix tints, shades and tones with increasing confidence. <br> - Mix colours and know which primary colours make secondary colours. <br> - Use more specific colour language. <br> - Drawing - Encourage more accurate drawings of people, particularly faces, looking closely at features and detail. |  |
| Y3 | - Develop intricate patterns/marks with a variety of media. <br> - Experiment with ways in which surface detail can be added to drawings. <br> - Make marks and lines and create textures and patterns with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk, pastels, pens etc. <br> - Demonstrate experience in different grades of pencil and other implements to draw different forms, tones and shapes. <br> - Begin to show an awareness of objects having a third dimension <br> - Apply tone in drawing, in a simple way. <br> - Draw for a sustained amount of time, at an appropriate level. |  |  |  |  |
|  |  |  | Y4 | - Confidently control the types of marks made and experiment with different effects and textures e.g. blocking in colour, washes, thickened paint creating textural effects. <br> - Start to develop a painting from a drawing. <br> - Begin to choose appropriate media to work with. <br> - Use light and dark when painting and show an understanding of complementary colours <br> - Mix colours, shades and tones with increasing confidence. <br> - Start to look at working in a style of a selected artist (not copying) <br> - Work on a range of scales. <br> - Create different effects and textures with paint according to what they need for the task. |  |
| Y4 | - Develop intricate patterns using different grades of pencil and other implements to create lines and marks. <br> - Draw for a sustained period of time at an appropriate level. <br> - Experiment with different grades of pencil and other implements, to achieve variations in tone and make marks on a range of media. <br> - Make marks and lines and create textures and patterns with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk, pastels, pens etc. <br> - Experiment with ways in which surface detail can be added to drawings <br> - Have opportunities to develop further |  |  |  |  |



| Motif | A decorative image or design, especially a repeated one forming a pattern. |
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| Mono printing | A form of printmaking where the image can only be made once. |
| Landscape | A picture that shows a view of an area. |
| Foreground | The part of a picture or scene that is nearest to the front. |
| Background | The part of a picture or scene that is towards the back. |
| Perspective | A way of showing objects on the flat surface of a picture so that they seem <br> the correct size and distance from one another. |
| Negative space | The space around and between the subject(s) of an image. |
| Positive space | The areas in a work of art that are the subjects, or areas of interest. |
| Roller | A device used to spread ink/paint evenly over a printing block. |
| Printing ink/ <br> paint | A coloured liquid used for printing. |



