



**Digital** – explore the work of screen print artists. Experiment with screen print techniques.

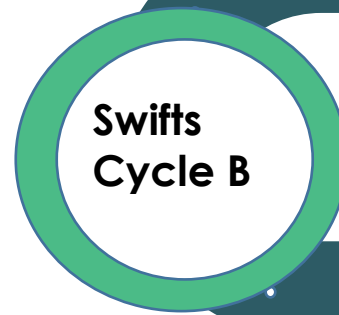
**Painting**- Developing control of painting tools. Making choices about layers of painting and starting points.

**Drawing**- perspective is what gives a drawing a three-dimensional feeling – making objects appear further away/nearer.

**Sculpture**- Compare clay & Mod-roc ( prior learning). Design/create a piece which follows a design. Develop further moulding and sculpting techniques. Share design ideas, edit according to feedback.

**Collage** – Explore photomontage artworks. Experiment with different techniques.

**Falcons Cycle B**



**Swifts Cycle B**

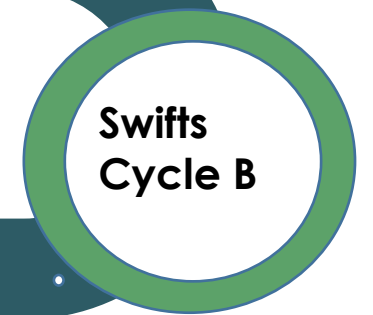
**Painting**- Complementary/ contrasting colours. Selecting techniques & equipment. Experiment with effects created using complementary colours.

**Printing** – exploring the collagraph technique. Develop use of texture to create designs and effects of varying pressure.

**Collage** - Create mixed media collage pieces built up in layers.

**Sculpting**- Experiment with starting points. Use 'score and slip' to create strong bonds. Explore effectiveness of techniques of famous sculptors to inform ideas.

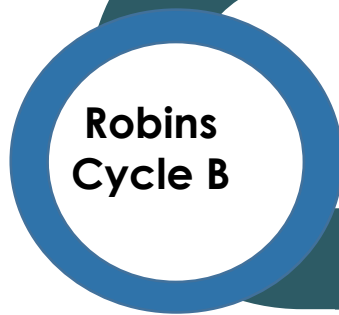
**Drawing**- Experiment with scale . Hatching/ cross-hatching. Select pencil grades for purpose



**Swifts Cycle B**

**Collage**- Experiment with layers of material. Create a copy-cat version of an artist's collage. Develop patterns in collage.

**Sculpture** - Experiment with tools/ hands to create shape, pattern & relief. Observe work of famous sculptors & explore techniques to recreate style

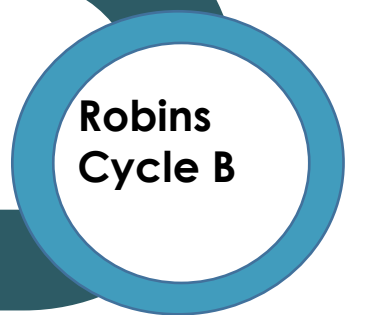


**Robins Cycle B**

**Printing**- Experiment with printing block techniques. Replicate designs to make a pattern.

**. Painting** – Develop knowledge of tones and tints. Explore the effect of brushstrokes.

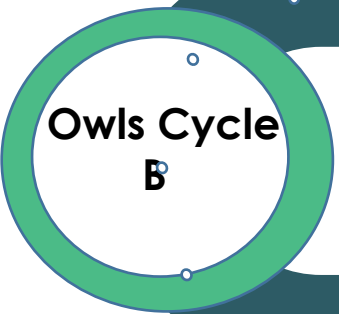
**Drawing**- Experiment with different pencil pressures to create light and dark. Using pencils at different angles can change the line thickness,



**Robins Cycle B**

**Sculpture**- Identify characteristics of sculpture. Explain how materials can be changed.

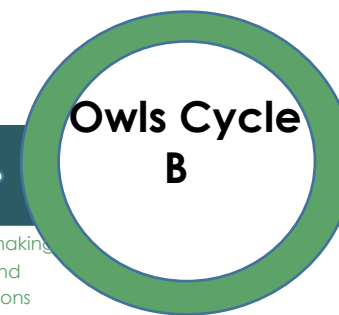
**Painting**- Explore the use of colour to represent what is seen. Apply paint in different ways.



**Owls Cycle B**

**Collage** – develop cutting skills and gluing techniques. Explore/mix colour. Use language to describe.

**Painting** - Identify/ explore colour. Experiment with application of paint using different methods.



**Owls Cycle B**

**Printing** - Print with hands/ objects. Print on different surfaces. Respond to work of artists

**Drawing** - Control mark making. Lines of different lengths and shapes. Draw representations