

Art Medium Term Planning

Yearly Overview Planner 2015-2016

Year 6

Projects	Objectives	Duration
Project #1 French Invader Paintings	<p>Drawing</p> <ul style="list-style-type: none"> • Experiment with media in the context of tasks. • Use drawing to observe, analyse, invent and recall. Make detailed investigations, studies, collections and notes in sketchbooks. • Use resources to support work. • Use viewfinders to select and isolate visual information. • Study the ways that artists and designers compose their work. • Use light, shade to represent ideas, moods and feelings. <p>Painting</p> <ul style="list-style-type: none"> • Use software facilities expressively. • Work independently and select source materials. Talk about intentions and evaluate own progress. • Use a critical vocabulary with which to discuss own and others' work. <p>Textiles and Collage</p> <ul style="list-style-type: none"> • Use materials and methods confidently. • Use different source materials to develop ideas and look at textile designs from different cultures and times. 	4 Weeks
Project #2 Historic Figures Pop Art Portraits (inspired by Roy Lichtenstein)	<p>Drawing</p> <ul style="list-style-type: none"> • Experiment with media in the context of tasks. • Use drawing to observe, analyse, invent and recall. • Make detailed investigations, studies, collections and notes in sketchbooks. • Use resources to support work. • Study the ways that artists and designers compose their work. • Talk about ideas and intentions. <p>Painting</p> <ul style="list-style-type: none"> • Experiment by making subtle mixes and combinations of different greys and skin tones. • Use colour for effect and to create different moods. • Experiment with methods and approaches used by other artists to inform own work. <p>Textiles and Collage</p> <ul style="list-style-type: none"> • Review and refine ideas. • Use materials and methods confidently. • Use different techniques to represent line, shape, pattern and textured effects. 	5 Weeks
Project #3 Famous Artist Studies	<p>Drawing</p> <ul style="list-style-type: none"> • Experiment with media in the context of tasks. • Use drawing to observe, analyse, invent and recall. • Make detailed investigations, studies, collections and notes in sketchbooks. • Use resources to support work. • Study the ways that artists and designers compose their work. • Use light, shade and perspective to represent ideas, moods and feelings. • Make connections with their own work. • Talk about ideas and intentions. <p>Painting</p> <ul style="list-style-type: none"> • Use colour for effect and to create different moods. • Experiment with methods and approaches used by other artists to inform own work. • Work independently and select source materials. • Talk about intentions and evaluate own progress. • Use a critical vocabulary with which to discuss own and others' work. 	4 Weeks
Project #4 3D Animal Sculptures	<p>Sculpture</p> <ul style="list-style-type: none"> • Explore space, composition and balance. • Work freely and creatively. • Make more complex and imaginative models and constructions. • Work from direct observation of natural form. 	5 Weeks

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	<ul style="list-style-type: none"> • Modify and refine work as it progresses. • View work from different angles. • Apply appropriate finish and decorative details. 	
<p style="text-align: center;">Project #5</p> <p style="text-align: center;">Desert & Bedouin Mixed Media Appliqué</p>	<p>Drawing</p> <ul style="list-style-type: none"> • Use drawing to observe, analyse, invent and recall. <p>Textiles and Collage</p> <ul style="list-style-type: none"> • Review and refine ideas. • Use materials and methods confidently. • Use different techniques to represent line, shape, pattern and textured effects. • Experiment with padding, yarns, machine and hand stitching. • Use different source materials to develop ideas and look at textile designs from different cultures and times. • Talk about ideas using an accurate vocabulary. • Explore tie-dye, screen print and unit prints for clothing and accessories. 	5 Weeks
<p style="text-align: center;">Project #6</p> <p style="text-align: center;">Me Then, Now and Later</p>	<p>Drawing</p> <ul style="list-style-type: none"> • Experiment with media in the context of tasks. • Use drawing to observe, analyse, invent and recall. • Use light, shade and perspective to represent ideas, moods and feelings. • Talk about ideas and intentions. <p>Painting</p> <ul style="list-style-type: none"> • Experiment by making subtle mixes and combinations of different greys and skin tones. • Use colour for effect and to create different moods. • Show understanding of composition and perspective. • Work independently and select source materials. • Talk about intentions and evaluate own progress. 	4 Weeks
<p style="text-align: center;">Project #7</p> <p style="text-align: center;">A) Kensuke's Kingdom Seascape Mixed Media (inspired by Hokusai's Great Wave)</p> <p style="text-align: center;">B) Wave Mural (Group Project)</p>	<p>Textiles and Collage</p> <ul style="list-style-type: none"> • Review and refine ideas. • Use materials and methods confidently. • Use different techniques to represent line, shape, pattern and textured effects. • Talk about ideas using an accurate vocabulary. <p>Printing</p> <ul style="list-style-type: none"> • Compose and create pictures and designs using a variety of printmaking techniques. • Show understanding of printmaking processes. • Make more complex prints using two or three colours. • Use an appropriate art vocabulary to explain work. <p>Drawing</p> <ul style="list-style-type: none"> • Use drawing to observe, analyse, invent and recall. • Talk about ideas and intentions. <p>Painting</p> <ul style="list-style-type: none"> • Use colour for effect and to create different moods. Show understanding of composition and perspective. 	7 Weeks