



**Providing the rich soil that enables
our children to develop deep roots and flourish.**

Immersion Curriculum: Y3/4

At Amberley, each unit of Art contains the key elements of – **Developing ideas, Master Techniques** (painting, collage, sculpture, drawing, print, textiles, digital media) and **Taking inspirations from the greats.**



Intent:

For all Learners to develop

- The ability to create pieces of art confidently and adventurously from observation, memory and imagination.
 - The ability to explore and invent marks, develop ideas and communicate through art work
 - A knowledge and understanding of other artists
- The ability to think and use knowledge and understanding to inform, inspire and interpret ideas, observations and feelings.
 - Independence and the ability to select and use materials, processes and techniques
 - The ability to reflect on, analyse and critically evaluate their own work and that of others.
 - A passion for and a commitment to the subject

Impact:

The children of Amberley will understand and develop the traits and skills needed to become Artists. They understand that Art is about expressing yourself visually, and they aim to behave like artists in the way they are creative and observant. They will accumulate a skills base in a range of media, and develop an understanding of a number of pre-identified artists.

Implementation:

Focus		Milestone for end of Lower Key Stage 2 (Year 3/4)	National Curriculum Objectives: By the end of the Key Stage 2
Mark Making		<ul style="list-style-type: none"> • Use hatching and cross hatching to show tone and texture. • Sketch lightly (no need to use a rubber to correct mistakes). • Use different hardnesses of pencils to show line, tone and texture. 	<p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> • to create sketch books to record their observations and use them to review and revisit ideas, • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay], • about great artists, architects and designers in history.
Duration	Cycle		
1 week	A Term 1	<p>Ongoing Milestones:</p> <ul style="list-style-type: none"> • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. 	<p>Key Vocabulary: Mark making, hatching, cross hatching, tone, texture, light, hardnesses, line, tone, texture.</p> <p>Appropriate vocabulary will be selected from this list based on content.</p>

Focus		Milestone for end of Lower Key Stage 2 (Year 3/4)	National Curriculum Objectives: By the end of the Key Stage 2
Painting 1		<ul style="list-style-type: none"> • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Use watercolour paint to produce washes for backgrounds then add detail. • Experiment with creating mood with colour. 	<p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> • to create sketch books to record their observations and use them to review and revisit ideas, • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay], about great artists, architects and designers in history.
Duration	Cycle		
1 week	Cycle A Term 2	<p>Ongoing Milestones:</p> <ul style="list-style-type: none"> • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. 	<p>Key Vocabulary: Thick, thin, technique, shape, texture, pattern, line, watercolour, washes, mood.</p> <p>Appropriate vocabulary will be selected from this list based on content.</p>

Focus		Milestone for end of Lower Key Stage 2 (Year 3/4)	National Curriculum Objectives: By the end of the Key Stage 2
Collage		<ul style="list-style-type: none"> • Select and arrange materials for a striking effect. • Ensure work is precise. • Use coiling, overlapping, tessellation, mosaic and montage. 	<p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> • to create sketch books to record their observations and use them to review and revisit ideas, • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay], about great artists, architects and designers in history.
Duration	Cycle		
1 week	A Term 3	<p>Ongoing Milestones:</p> <ul style="list-style-type: none"> • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. 	<p>Key Vocabulary: Arrange, striking, effect, precise, coiling, overlapping, tessellation, mosaic, montage.</p> <p>Appropriate vocabulary will be selected from this list based on content.</p>

Focus		Milestone for end of Lower Key Stage 2 (Year 3/4)	National Curriculum Objectives: By the end of the Key Stage 2
Drawing 1		<ul style="list-style-type: none"> • Use different hardnesses of pencils to show line, tone and texture. • Annotate sketches to explain and elaborate ideas. • 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. 	<p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> • to create sketch books to record their observations and use them to review and revisit ideas, • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay], about great artists, architects and designers in history.
Duration	Cycle		
1 week	A Term 4	<p>Ongoing Milestones:</p> <ul style="list-style-type: none"> • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. 	<p>Key Vocabulary: Harness, line, tone, texture, annotation, sketch, elaborate, sketch, shading, light, shadow, hatching, cross-hatching, tone and texture.</p> <p>Appropriate vocabulary will be selected from this list based on content.</p>

Focus		Milestone for end of Lower Key Stage 2 (Year 3/4)	National Curriculum Objectives: By the end of the Key Stage 2
Digital Media		<ul style="list-style-type: none"> • Create images, video and sound recordings and explain why they were created. 	<p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> • to create sketch books to record their observations and use them to review and revisit ideas, • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay], about great artists, architects and designers in history.
Duration	Cycle	<p>Ongoing Milestones:</p> <ul style="list-style-type: none"> • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. 	
1 week	A Term 5		<p>Key Vocabulary: Images, video, recordings [Refer to Computing curriculum]</p> <p>Appropriate vocabulary will be selected from this list based on content.</p>

Focus		Milestone for end of Lower Key Stage 2 (Year 3/4)	National Curriculum Objectives: By the end of the Key Stage 2
Taking Inspiration from the Greats: Picasso (Sculpture/Painting)		<ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 	<p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> to create sketch books to record their observations and use them to review and revisit ideas, to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay], about great artists, architects and designers in history
Duration	Cycle	+ linked sculpture or painting objectives.	
1 week	A Term 6	<p>Ongoing Milestones:</p> <ul style="list-style-type: none"> Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language. 	<p>Key Vocabulary: Replicate, techniques, notable, artisans, designers, influence [refer to sculpture and painting objectives]</p> <p>Appropriate vocabulary will be selected from this list based on content.</p>