	TOPIC	OVERVIEW	KEY SKILLS
Autumn 1	**Collage**	Investigate artists who use collage in their work. Make a range of abstract, representational and 3D collages.	• Composition • Scissor Skills • Reasoning (ie. I used this because…) • Use found imagines and patterns to create own art
Autumn 2	**Drawing**	Begin to see artistic subjects as a series of shapes and lines Using 'guided drawing' technique to produce drawings using a range of visual stimulus	• Ability to vary type of line • Breaking down challenging shapes into a series of smaller ones • An understanding of how one object relates to another • Describe texture through line
Spring 1	**Painting**	Look at the work of famous painters and explore how they used colour and texture in their work Investigate colour theory and use these skill in producing a painting on canvas	• Knowledge of primary, secondary and tertiary colours • An ability to create a range of textures with paint • Planning a painting based on a still life or photographic stimulus • Make colour choices based on colour theory (eg. complimentary colours)
Spring 2	**Clay**	Explore the possibilities of clay through mark-making and 3-D work. Learn how to mould clay using various techniques and embellish using acrylic paints.	• Developing awareness of pattern through mark making • Make coils and other shapes from clay • Know how to construct a coil pot • An awareness of form
Summer 1	**Printmaking**	Begin to understand how prints can be made in different ways through investigating techniques such as monoprint, collograph and lino cut. Make a simple reduction print.	• Know how to make a range of printing blocks • Select appropriate tools for mark making • Translate drawn ideas into printing blocks • Know that prints can be developed by 'building up' or 'taking away'
Summer 2	**Model Making**	Develop ability to work in 3D through using a range of materials from recycled objects to papier mache. Look at how famous artists use recycling to make their art.	• Plan projects, thinking about appropriate materials • Problem solving (eg. How to join etc) • Work on varied scales • Develop ability to work in 3D format