

Sculpture & Collage Year Four- Autumn



Vocabulary

mobile
abstract
balance
static
placement
levels
assemblage
assemble



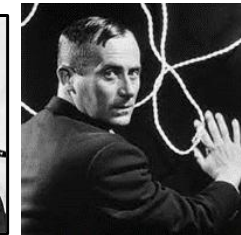
What do we know?

- Know how to replicate and extend more complex patterns (Y3).
- Know how to select materials and attach them securely (Y2).
- Know how to use a range of marks and mix colours (Y2)

1. REVISIT

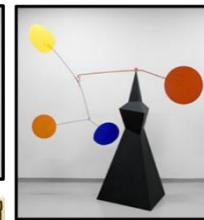


2. Make your own Miro inspired skyscrapers using dice to generate images.



3. Use wire, beads, cut up straws and pipe cleaners to make an abstract face.

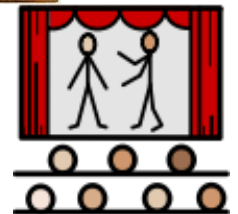
5. Experiment with loose parts. How could you make a stabile like Alexander Calder? Make studies and add photos to your sketchbook.



4. Research modern assemblage Artists like Tony Cragg. Where and when did Assemblage Art originate? Collect items and build your own assemblage.



6. Build your stabile using components collected. Ensure all parts are secure so that they hang and balance effectively.



Forever Facts



Know how to make a sculpture with moving parts like Alexander Calder.



Know why Artists like Joan Miro use abstract shapes in their artwork.



Know that an assemblage is a collage using three dimensional objects.

Big Ideas

Shape



Colour



Where will it go?

Showcase

Moving sculpture and assemblage exhibition

Printing

Year Four- Spring



Vocabulary

repeated
design
viewfinder
sample
duplicate
positioning
scale
isolate



What do we know?

- Know how to make a three-layer engraved print. (Y3)
- Know why it is sometimes important to simplify images by reducing detail. (Y3)
- Know how to replicate and extend more complex patterns. (Y3)

2. REVISIT



2. Use a viewfinder to isolate a section of a repeating design in a wrapping paper, wallpaper or fabric swatch. Replicate it in your sketchbook.



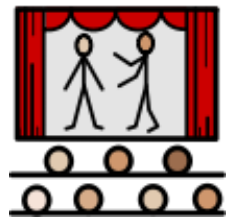
3. Research the work of William Morris. Choose a section of one of his designs. Find out how printing rollers are made to produce designs.



4. Make your own wrapping/wallpaper design.

Make and use a printing roller to produce your repeating design.

5. Make a printing stamp to add detail to your repeating design.



Big Ideas

Shape



Texture



Forever Facts

Know that the designs of William Morris were and still are used to make wallpaper.

Know how to make and use a printing stamp and roller.

Know how to make a repeating design and how they are used in creative industries (interior/fashion design).

Where will it go?

Showcase

Bedroom design mood board including your own wallpaper design sample.

Drawing and Painting

Year Four- Summer



Vocabulary

Interpretation
representation
rhythm
mood
movement
landscape
scene
section



What do we know?

- Know how to use a range of marks and mix colours (Y2)
- Know that natural products can be used to make paints and dyes (Y3)
- Know how to compare the work of Artists and examine how Artworks have changed over time. (Y2/3)

3. REVISIT



2. Explore Artists who have represented water in their work. Add images and notes to your sketchbook. Include pattern studies of water shapes and colours.



3. Introduce the use of drawing pens and water colour inks. Make exploratory marks. Play some water themed music, demonstrate making marks with the music. Discuss the marks made and the process.

4. Collect sea shade colour swatches and mix shades with paint to make these colours. Select a sea shade to use as a background. Prepare painted background.

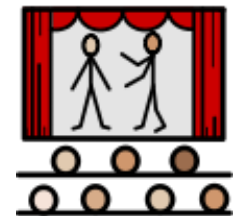


5. Research David Hockney, examine how he paints water. Photographs objects splashing in water. Add to your sketchbook and use to make water shape studies in preparation for your water painting. Make your own water painting using your sea shade background.



Forever Facts

6. Paint your own primed wooden panel strip to add to your class combined final piece using acrylic paint.



Big Ideas

Colour



Know how to represent an idea in a drawing and painting.



Know that you can represent movement with marks and make marks to music.



Know why different artists are inspired by water and represent it in their work.

Where will it go?

Showcase

Tongue and groove class water landscape.