

Art

Wild West



As artists we should already know:

- Use sketch books to collect, record and review artistic ideas from a range of different sources.
- Develop technical skills by experimenting with, and testing the qualities of a range of different materials and techniques.
- Select, and use appropriately, a variety of materials and techniques in order to create their own work.
- Reflect upon what they like and dislike about their own work in order to improve it
- Know about and describe the work of some artists, craftspeople, architects and designers
- Be able to explain how to use some of the tools and techniques they have chosen to work with.

As artists we will:

- Use sketch books purposefully to develop and refine ideas and plan for an specific outcome. (e.g. sketchbooks will show several different versions of an idea and how research has led to improvements in their proposed outcome.)
- Reflect upon their own work, and use comparisons with the work of others (pupils and artists) to identify how to improve.
- Apply the technical skills they are learning to improve the quality of their work. (e.g. in painting they select and use different brushes for different purposes)
- Know about, and be able to demonstrate, how tools they have chosen to work with, should be used effectively and with safety.

Outcome: CREATE A NATIVE AMERICAN LANDSCAPE

Vocabulary: tint, tone - light/dark, intensity - strong/weak, shade, hue, mood, temperature - warm/cold,, surface - shiny/matt, pigment - transparent/opaque, landscape, portrait, primary colours, secondary, colours, complimentary colours, horizon, focal point, wash

Be creative

By exploring and creating pictures of landscapes

Be resilient

By reflecting and evaluating our work and skills

Wild West



Design and Technology

As design technologists we should already know:

- Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing)
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
- Evaluate their ideas and products against design criteria

As design technologists we will:

- select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing), accurately
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- Understand how key events and individuals in design and technology have helped shape the world

Vocabulary:

carpentry, timber, grain, screw, nails, glue, hinges, chisel, hammer, bench hook, glass paper, smoothing plane, knot, strengthening, right angle, assemble, adhesive, acrylic, dowel, laminate, coping saw, evaluate, illustrate, critical, analyse

Outcome: create dream catchers

Be creative

By creating dream catchers

Be resilient

By planning and evaluating our work