

Stedham Road Map to Success: Art

Foxes Class

(Many of these progression points are seen in multiple units of work, we have assigned them to the most relevant part of the road map)

Other Artists.

- a. give detailed observations about notable artists', artisans' and designers' work;
- b. offer facts about notable artists', artisans' and designers' lives

Exploring and Developing Ideas

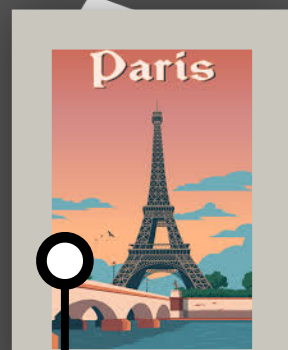
- a. review and revisit ideas in their sketchbooks;
- b. offer feedback using technical vocabulary;
- c. think critically about their art and design work;
- d. use digital technology as sources for developing ideas;
- e. use key vocabulary to demonstrate knowledge and understanding in this strand: sketchbook, develop, refine, texture, shape, form, pattern, structure.



blend, mix, line, tone, shape, abstract, absorb, colour, impressionism, impressionists.

create a colour palette, demonstrating mixing techniques; use a range of paint (acrylic, oil paints, water colours) to create visually interesting pieces

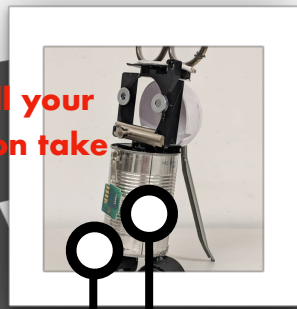
Is conflict necessary?



What's left to Explore?

create a colour palette, demonstrating mixing techniques; use a range of paint (acrylic, oil paints, water colours) to create visually interesting pieces;

Where will your imagination take you?



soft, join, tram, cast

develop cutting and joining skills, e.g. using wire, coils, slabs and slips
use materials other than clay to create a 3D sculpture



colour, fabric, weave, pattern.



What will be the next dinosaur?

form, structure, texture, shape

Line, texture, pattern, form, shape, tone, smudge, blend, mark, hard, soft, light, heavy, mural, fresco, portrait, graffiti.

What comes with great power?

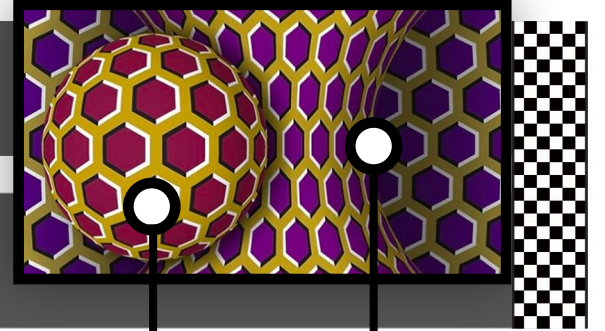


use a variety of techniques to add effects, e.g. shadows, reflection, hatching and cross-hatching; depict movement and perspective in drawings; use a variety of tools and select the most appropriate;

Why leave Earth?

experiment with a range of media by overlapping and layering in order to create texture, effect and colour; add decoration to create effect;

How do we live happily ever after?



use a variety of techniques to add effects, e.g. shadows, reflection, hatching and cross-hatching

line, texture, pattern, form, shape, tone, smudge, blend, mark, hard, soft, light, heavy, mural, fresco, portrait, graffiti



plan and design a sculpture; use tools and materials to carve, add shape, add texture and pattern; develop cutting and joining skills, e.g. using wire, coils, slabs and slips

Does the past still matter?

neutral colours, tints, shades, warm colours, cool colours, watercolour wash



Home or Away

pattern, shape, tile, colour, arrange

design and create printing blocks/tiles; develop techniques in mono, block and relief printing; create and arrange accurate patterns

- Exploring and Developing Ideas
- Drawing
- Painting
- Sculpture
- Collage
- Textiles
- Printing