

Year Group/Class	Autumn Term	Spring Term	Summer Term
Year 4-5 Hazel	Exploring Still Life Pathway: Exploring Still Life	Mixed Media Land & City Scapes Pathway: Mixed Media Land And City Scapes	Sculpture, Structure, Inventiveness & Determination Pathway: Sculpture, Structure, Inventiveness & Determination
Breadth	Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work	Explore how artists use a variety of media to capture spirit of the place.	What can artists learn from nature?
Threshold Concepts	<p>Artists: Paul Cezanne, Peter Claesz, Melchior d' Hondecoeter, Jan Davidsz, Jacob Vosmaer, Hilary Pecis, Nicole Dyer, Baas Meeuws, Hirasho Sato</p> <p>That when artists make work in response to static objects around them it is called still life. That still life has been a genre for many hundreds of years, and is it still relevant today. That when artists work with still life, they bring their own comments and meaning to the objects they portray. That we can make a still life creative response in many media: drawing, painting, collage, relief... That we can use line, shape, colour, texture, and form to help us give meaning to our work, and explore composition, foreground, background, and negative space.</p>	<p>Artists: Vanessa Gardiner, Shoreditch Sketcher, Kittie Jones, Saoirse Morgan</p> <p>That artists use a variety of media often combining it in inventive ways, to capture the energy and spirit of land or city scapes. That artists often work outside (plein air) so that all their senses can be used to inform the work. That as artists we are able to experiment with materials, combining them to see what happens. We can feel free and safe to take creative risks, without fear of getting things "wrong". We can share our artistic discoveries with, and be inspired by each other. We can use sketchbooks to focus this exploration and we do not always need to create an "end result" – sometimes the exploratory journey is more than enough.</p>	<p>Artists: Marcus Coates</p> <p>That artists can learn from the world around them. That artists can draw parallels with other beings/events to help us understand things about ourselves. That artists take creative risks. That artists try to say new things by manipulating and representing the materials of the world. That we can feel safe enough to take creative risks in our own work. That we can explore materials and ideas feeling free from criticism. That we can express our personality through the art we make. That we can use materials, tools and the ideas in our head to explore line, shape, form, balance and structure. That making art can be hard, but that doesn't mean we aren't doing it right or aren't good at it. It just means we are doing it.</p>
Milestones	<p>Collage Select and arrange materials for a striking effect. Ensure work is precise. Use coiling, overlapping, tessellation, mosaic and montage.</p> <p>Drawing Use different harnesses 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> <p>Painting Use thick and thin brushes to produce shapes, textures, patterns and lines. Use colours effectively. Use watercolour to produce backgrounds and add detail. Experiment with colour to create mood.</p>	<p>Drawing Use different harnesses 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> <p>Painting Use thick and thin brushes to produce shapes, textures, patterns and lines. Use colours effectively. Use watercolour to produce backgrounds and add detail. Experiment with colour to create mood.</p>	<p>Sculpture Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials) Include texture that conveys feelings, expression or movement. Use clay and other mouldable materials. Add materials to provide interesting detail.</p> <p>Drawing Use different harnesses 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> <p>Digital Media Create images, video and sound recordings and explain why they were created.</p>