



# St Marie's Catholic Primary School

## Long Term Plan: Art

	Topic	National Curriculum	Vocabulary	Skills	Knowledge
Year 4	<p>What are OS maps and how do we use them?</p> <p>Collage</p>	<p><i>To create sketch books to record their observations and use them to review and revisit ideas</i></p>	<p>Collage Positive shape Negative shape Overlap Texture Ripping Cutting Shapes</p>	<p>To experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures</p> <p>To use collage as a means of collecting ideas and information and building a visual vocabulary.</p>	
	<p>Who were the Normans?</p> <p>Printing</p>	<p><i>To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</i></p>	<p>Print Block Digging out Roller</p>	<p>To print pictures using more than one printing technique.</p> <p>To explore both mono-printing and relief printing.</p> <p>To use sketchbooks to record experimental printing techniques.</p>	<p>To gain knowledge of the Bayeux tapestry and its content.</p> <p>To be able to record ideas in a sketchbook.</p> <p>To know how to plan colours and collect materials for future printing projects.</p>

				<p>To create a repeating pattern.</p> <p>To continue to combine prints taken from different objects to produce an end piece.</p>	<p>To explain some of the features of art from historical periods.</p>
	<p>Who were the Anglo Saxons?</p> <p>Textiles</p>	<p><i>To explore great artists, architects and designers in history.</i></p>	<p>Thread Needle Running stitch Back stitch Media Texture</p>	<p>Use a variety of techniques e.g printing, dyeing, weaving and stitching to create textural effects.</p> <p>Match tools to the material.</p> <p>Develop stitching, cutting and joining.</p> <p>Experiment with paste resist.</p>	<p>To experiment with the styles used by other artists.</p> <p>To know how different artists developed their specific techniques</p>