

Year Group	Line	Tone	Colour	Texture	Shape & Form	Pattern
<i>Previous Knowledge and Skills (to be tested)</i>	* Sketching shapes and objects, using simple lines. <b>Baseline Test to measure.</b>	* Used one grade of pencil to shade. <b>Baseline Test to measure.</b>	* Some knowledge of the colour wheel. <b>Baseline Test to measure.</b>	* Some past experience of texture rubbings. <b>Baseline Test to measure.</b>	* Mixed experiences based on previous schools, may have included clay. <b>Baseline Test to measure.</b>	* Familiar with drawing and colouring geometric patterns using shape. <b>Baseline Test to measure.</b>
<b>5</b>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* To understand that there are different types of line: Thin; thick; straight; curved; long; short; vertical; horizontal; diagonal; cross hatch; dotted; spirals.</li> <li>* Contour lines are the outlines of an object, shape or form.</li> <li>* Line can be used to show expression or feeling.</li> <li>* Line can demonstrate movement within a piece of artwork.</li> <li>* <b>Cross-hatching</b> Layers of lines are drawn in several directions. The more layers are used, the darker the area becomes.</li> <li>* Contour-hatching follows the contour, or</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Tone is used to make an object appear 3D - adds depth.</li> <li>* <b>Blending</b> - Different pressures are used when shading to achieve light, medium and dark tones.</li> <li>* Using a finger tip to gently blend and smooth the graphite achieves a smooth blend; a rubber can also be used to blend and add highlights.</li> <li>* <b>Stippling</b> - Layers of dots are built up to give the appearance of light, medium and dark tones within an object or drawing.</li> <li>* Cross hatching and contour hatching are used to create tone.</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* A primary colour cannot be made from other colours.</li> <li>* A secondary colour is made by mixing two primary colours.</li> <li>* Primary colours are red, blue, yellow.</li> <li>* Secondary colours are green, purple, orange.</li> <li>* Red and yellow creates orange.</li> <li>* Blue and red creates purple.</li> <li>* Blue and yellow creates green.</li> <li>* Complimentary colours are opposite each other on the colour wheel.</li> <li>* Warm colours are red, yellow and orange.</li> <li>* Cool colours are Blue, Green and purple.</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Textures can be natural or manmade.</li> <li>* Some example of texture are: Rough, smooth, woven, pitted, spikey, furry.</li> <li>* Textures can be created using cross hatching.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Find objects and surfaces that have a distinctive texture that you can feel with your fingertips.</li> <li>* Make a rubbing of that texture. Create examples of different textures.</li> <li>* Make marks with different media to represent texture.</li> <li>* Use layers of materials and different media to create textures.</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Shapes can be 2D and 3D. Know what the difference between a 2D shapes and 3D shape is.</li> <li>* Geometric shapes are precise and regular, like squares, rectangles, and triangles. They are often found in human-made things, like building and machines.</li> <li>* Organic shapes are found in nature. These shapes may look like leaves, flowers, clouds—things that grow, flow, and move.</li> <li>* Organic shapes are often rounded and irregular.</li> <li>* Know how shape is used in Art.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Use line to draw organic shapes.</li> <li>* Use line to draw geometric shapes.</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Pattern is a powerful and expressive element eg. in African mask design.</li> <li>* In African Art most patterns tend to be geometrical and symmetrical- Parallel, zigzag, crosses, curved and spiral lines.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Use simple brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.</li> <li>* Replicate patterns observed in natural or built environments.</li> <li>* Make precise repeating patterns.</li> </ul>

	<p>curve or outline, of the object.</p> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Create examples of line: Thin; thick; straight; curved: long; short; vertical; horizontal; diagonal; cross hatch; dotted; spirals.</li> <li>* Use contour lines to sketch and object, shape or form.</li> <li>* Use cross hatching to make something look 3D.</li> <li>* Replicate some of the line techniques used by notable artists and designers.</li> <li>* Use relief print to create a simple print showing, line, shape, pattern and textures.</li> <li>* Comment on artworks using main elements of Art.</li> </ul>	<p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Use graded pencils to make examples of graded tone.</li> <li>* Blend pencil tones from dark to light.</li> <li>* Use stippling to give the appearance of tone.</li> <li>* Use contour hatching and cross hatching to create tone.</li> <li>* Use shading to show light and shadow.</li> <li>* Comment on artworks using main elements of Art.</li> </ul>	<p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Mix primary colours to produce a secondary colour.</li> <li>* Experiment with creating mood with colour.</li> <li>* Use watercolour paint to produce washes for backgrounds then add detail.</li> <li>* Comment on artworks using main elements of Art.</li> </ul>	<ul style="list-style-type: none"> <li>* Use a pencil for cross hatching to show tone and texture.</li> <li>* Use relief print to create a simple print showing, line, shape, pattern and textures.</li> <li>* Use texture that conveys feelings, expression or movement.</li> <li>* Use wax resist to create texture.</li> <li>* Use overlapping, mosaic and montage.</li> <li>* Comment on artworks using main elements of Art.</li> </ul>	<ul style="list-style-type: none"> <li>* Use knowledge of an artist to draw shapes in their style.</li> <li>* Use relief print to create a simple print showing, line, shape, pattern and textures.</li> <li>* Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).</li> <li>* Use clay and other mouldable materials.</li> <li>* Add materials to a 3D form to provide interesting detail.</li> <li>* Use coiling, overlapping, and mark making.</li> <li>* Comment on artworks using main elements of Art.</li> </ul>	<ul style="list-style-type: none"> <li>* Make printing blocks to repeat print patterns.</li> <li>* Use relief print to create a simple print showing, line, shape, pattern and textures.</li> <li>* Comment on artworks using main elements of Art.</li> </ul>
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6	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Different types of lines can be combined in sketching, build on understanding of line types.</li> <li>* Scumbling - tiny, squiggly circular lines - sort of like "controlled scribbling"</li> <li>* How Simon Beck uses geometrical lines to create designs.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</li> <li>* Build on use of cross hatching and contour hatching in sketching in the style of a given artist.</li> <li>* Use lines to represent movement.</li> <li>Use pointilism technique to fill in between shapes.</li> <li>* Use a choice of techniques to depict</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Tonal pencil goes from light to dark where you have shadows and highlights.</li> <li>* Shadows create a 3D effect.</li> <li>* Layering of one colour over another will create tones and shades.</li> <li>* Highlights can be created using gradual colour change to white.</li> <li>* Adding white oil pastel will create highlights.</li> <li>* Blending - is merging two or more colours into each other.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).</li> <li>* Combine colours, tones and tints to enhance the mood of a piece.</li> <li>* Create tone using pencil crayon colours.</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* A tone is where grey is added to a colour</li> <li>* A tint is where colour is added to white to create a lighter version of the colour.</li> <li>* A shade is where black is added to a colour to make it darker.</li> <li>* Monochromatic is when tints shades and tones of only a single colour are used.</li> <li>* Middleground - Colours, shades and tones paler/lighter compared to the foreground.</li> <li>* Foreground - Colours, shades and tones are darker and more vibrant.</li> <li>* Background - Colours, tones and shades are even paler/lighter than in the middle ground.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Use the qualities of watercolour and acrylic</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Textures can be made by mixing media and can be combined.</li> <li>* Textures can be created by scratching into surfaces.</li> <li>* Oil and ink can create texture. Each has a different thickness.</li> <li>* Brush marks can create texture.</li> <li>* Texture makes the surface tactile - it can be felt by touch.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Select and mix textures (rough and smooth, plain and patterned).</li> <li>* Use brush techniques and the qualities of paint to create texture.</li> <li>* Use tools to carve and add shapes, texture and pattern.</li> <li>* Use mixed media oil pastel and ink to create texture.</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Simon Beck used geometrical lines, shapes and patterns to create geometric designs in snow.</li> <li>* Shapes can be cut out and layered to create new shapes and form.</li> <li>* Frameworks (such as wire or moulds) to provide stability and form.</li> <li>* Abstract forms do not represent a whole life like form, they are inspired by parts of a form.</li> <li>* Abstract forms can be made up of different sized pieces from different scales.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Use geometrical lines, shapes and patterns to create designs.</li> <li>* Use frameworks in 3D forms.</li> <li>* Combine visual and tactile qualities in sculpture.</li> <li>* Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Greeks used elements of line and shape from their environment to create patterns.</li> <li>* Patterns were used to decorate urns and ceramics.</li> <li>* Greeks used symbolism in patterns.</li> <li>* Greeks used line, shapes and patterns to create border designs.</li> <li>* Simon Beck uses geometrical lines and shapes to create patterns in the snow.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Create an accurate pattern, showing fine detail.</li> <li>* Recognise and draw Greek patterns.</li> <li>* Apply line, shapes to decorate objects in the style of Greek art.</li> <li>* Create detailed border patterns.</li> <li>* Use patterns inside patterns.</li> </ul>

	<p>movement, perspective, shadows and reflection.</p> <ul style="list-style-type: none"> <li>* Sketch (lightly) before painting to combine line and colour.</li> <li>* Combine contour and cross hatching.</li> <li>* Complete an outline in oil pastel.</li> </ul>	<ul style="list-style-type: none"> <li>* Use a mixture of graded pencils or pencil crayon colours.</li> <li>* Blend different colours to create different tones.</li> <li>* Use gradual colour change to create highlights- blue to white.</li> <li>* Add a darker colour to create different tones and shadows.</li> <li>* Use mixed media oil pastel and ink to create depth.</li> <li>* Add white and black and grey to a hue to make shades, tones and tints.</li> </ul>	<p>paints to create visually interesting pieces.</p> <ul style="list-style-type: none"> <li>* Create a colour palette based upon colours observed in the natural or built world.</li> <li>* Build up layers of colours.</li> <li>* Use tonal pencil shading and layering of pencil crayon colours.</li> <li>* Use colours to create temperature - cool colours - Simon Beck.</li> <li>* Use a mixture of graded pencils or pencil crayon colours.</li> <li>* Blend different colours to create different tones.</li> <li>* Use gradual colour change to create highlights- blue to white.</li> <li>* Add a darker colour to create different tones and shadows.</li> </ul>		<ul style="list-style-type: none"> <li>* Use coiling, overlapping, tessellation, mosaic and montage.</li> <li>* Use scale of shapes or form to create composition.</li> <li>* Use images that are varied in size.</li> </ul>	<ul style="list-style-type: none"> <li>* Create interlocking circles and shapes.</li> </ul>
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7	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* <b>Balance elements.</b> If there is an emphasis on one side, balance it out by placing a smaller object on the other side.</li> <li>* In the style of Sarah Graham, lines draw the viewer into the picture, they can be straight or curved.</li> <li>* Enlarge - take a part of a drawing and draw it in a different scale.</li> <li>* Crop - take part of a whole image.</li> <li>* One point perspective is a single vanishing point on the horizon where a form of straight lines that go from nearer points to farther points appears to meet.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Use layout, composition and perspective.</li> <li>* Draw an outline of a sweets still life in pencil in the style of Sarah Graham, enlarging or</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Tone refers to how light or dark a colour is.</li> <li>* <b>Tonal</b> drawing/shading is the variation of black to grey that is given to a drawing on paper using a pencil. <b>Tonal</b> drawing is the art of gradual increase or decrease from light to dark from one part of the drawing</li> <li>* Adding more or less water will change the tone of a colour.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Understand tone and hue and their relevance.</li> <li>* Complete form of each shape, draw the light source, shading techniques contour shading, highlights and shadows.</li> <li>* Add watercolour to reflect how the light hits the composition by adding highlights or shadows.</li> <li>* Draw a tonal self-portrait. Draw the proportions of a human</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Tone refers to how light or dark a colour is.</li> <li>* Hue is a pure colour without any tint or shade - no black or white added.</li> <li>* A primary colour cannot be made from other colours - red, blue, yellow.</li> <li>* A secondary colour is made by mixing two primary colours - green, purple, orange.</li> <li>* A tertiary colour is made by mixing a primary colour with a secondary colour -</li> <li>* Red and yellow creates orange and they have warm hues.</li> <li>* Blue and red creates purple and they have cool hues.</li> <li>* Blue and yellow creates green and they have cool hues.</li> <li>* Complimentary colours are opposite each other on the colour wheel.</li> <li>* Warm colours are red, yellow and orange.</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Different materials have different properties and how you use them to create textures.</li> <li>* Paper and card can be cut scratched, twisted, torn, rolled and layered to create layers of texture.</li> <li>* Paint can be used to create different textures eg. by dripping dabbing, brushing, stippling, splatter, scaffito, adding texture into it.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Develop texture through use of mixed media.</li> <li>* Pupils compare surface patterns and designs. They are taught the differences between natural and man-made textures.</li> <li>* Combine textures, patterns, surfaces and create their own mix of surfaces to give visual interest.</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Sarah Graham creates still life art of sweets.</li> <li>* Identify the main features in the work of Wayne Thiebaud.</li> <li>* Simplify and fill, enlarge or crop the image to fill the space.</li> <li>* Ton Schulten's geometric style uses horizontal and vertical lines to create a mosaic like landscape made up of blocks of colour, usually with a bright central light.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Create mixed media drawings in the style of Sarah Graham.</li> <li>* Draw a draft of a 3D cake in the style of Wayne Thiebaud.</li> <li>* Create a 3D cake sculpture inspired by the work of Wayne Thiebaud.</li> <li>* Show form, scale and proportion through sculpture and gain a sense of realism.</li> <li>* Use a range of sculpting tools, to create texture,</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Sarah Graham creates still life art of sweets and uses colourful patterns in the backgrounds.</li> <li>* Patterned backgrounds in the work of Sarah Graham's still life sweets is a common theme. She uses a combination of colour, tone, highlights and shadow to make the patterns.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Identify use of patterns in the work of artist Sarah Graham. Combine textures, patterns, surfaces and create their own mix of surfaces to give visual interest.</li> <li>* Develop more complex patterns and understand how to repeat patterns in a basic way.</li> </ul>

	<p>cropping the composition.</p> <ul style="list-style-type: none"> <li>* Develop more complex skills, such as cross hatching, use of a rub to create light and start to show more skill in showing 3 dimension and light.</li> <li>* Develop techniques that start to develop perspective and a greater sense of movement or proportion. Use this in a realistic way.</li> <li>* Use a great range of styles to create different moods and feels when drawing.</li> <li>* Create a range of impressions and feelings.</li> <li>* Develop more complex line and develop mark making to represent a variety of moods and situations.</li> <li>* Draw a draft of a 3D model in the style of Wayne Theibauld.</li> <li>* Use materials in a controlled way and include some of the formal elements of art:</li> </ul>	<p>face and tonal pencil techniques to create a 3 dimensional study of their face.</p>	<ul style="list-style-type: none"> <li>* Cool colours are Blue, Green and purple.</li> <li>* Ton Schulten is a Dutch painter most well-known for his colourful and vibrant landscapes.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Begin to select colours according to needs.</li> <li>* Develop use of watercolours, acrylic and oil pastels to create well controlled pieces.</li> <li>* Develop a more complex understanding of colours and their relation to each other, using complimentary colours.</li> <li>* Use work from a range of resources, to develop own personal style.</li> <li>* Identify primary, secondary and complimentary colours and use these appropriately.</li> <li>* Understand how to layer up colour using mixed media.</li> </ul>	<ul style="list-style-type: none"> <li>* Use materials in a controlled way and include some of the formal elements of art: line, form, pattern, tone, colour, space and shape</li> </ul>	<p>form, 3 dimensional effects and texture.</p> <ul style="list-style-type: none"> <li>* Combine visual and tactile qualities to create interesting surfaces and textures.</li> <li>* Develop the structure of sculptures using frames.</li> <li>* Use frames and cover machetes in a controlled manner.</li> <li>* Work with a range of tactile surfaces and select these appropriately to the subject matter.</li> <li>* Use a range of ceramic mosaic patterns, material, media and techniques to create texture.</li> <li>* Create more innovative pieces that take inspiration from a movement, but more the techniques and imagery further. Create your own reaction to the style or artist.</li> <li>* Use materials in a controlled way and include some of the formal elements of art: line, form, pattern, tone, colour, space and shape</li> </ul>	
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	line, form, pattern, tone, colour, space and shape		* Use materials in a controlled way and include some of the formal elements of art: line, form, pattern, tone, colour, space and shape. * Use skills and techniques to control the media of colouring pencils and paint.			
	<b>Line</b>	<b>Tone</b>	<b>Colour</b>	<b>Texture</b>	<b>Shape &amp; Form</b>	<b>Pattern</b>
8	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Understand a greater range of marks used to create affects, shadows and reflection.</li> <li>* Ellipses can be used to construct and draw curved objects.</li> <li>* Viewpoint changes the width and angle of an ellipse.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Plan confidently and have a firm understanding of composition, perspective and layout.</li> <li>* Develop a greater awareness of light and dark and how this affects depth. Rely less</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Depth is created by using darker colours closer and lighter colours behind. The HB graphite grading scale is used to determine the hardness and the darkness of pencils. The 'H' in the HB scale stands for hardness. The higher the number next to the 'H', the harder the pencil lead inside is. The 'B' in the HB scale stands for blackness. The higher the number next to the 'B', the softer the pencil lead is, making it leave more graphite on the page. 'F' means that the</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Colour communicates meaning and artist use colour to convey this.</li> <li>* When mixing colours in different media the is a difference between the final colour produced. Eg. mixing a cool red acrylic with a cool blue will produce a cool purple. Mixing a cool red in oil with a cool blue in oil will produce a different outcome of purple.</li> <li>*The amount of primary colour mixed with another primary colour should be equal. If this amount is unbalanced then a different hue will be created.</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Textures can be created by a wider range of techniques and combining techniques.</li> <li>* Textures are important to add reality to an outcome.</li> <li>* Texture plays an important part in the work of Surface Pattern designer Natalie Spencer.</li> <li>* Natalie Spencer creates images by hand using fineliners, stitch and scanned textures ready to develop them later using photoshop.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Use a range of media including; mixed media, papers to collage, pencil,</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* A still life is a painting featuring an arrangement of inanimate, everyday objects, whether natural objects (flowers, food, wine, dead fish, and game, etc.) or manufactured items (books, bottles, crockery, etc.).</li> <li>* Still life paintings include texture to create realistic forms.</li> <li>* An ellipse is an oval that represents a circle drawn at an angle.</li> <li>* Ellipses can be used to construct and draw curved objects.</li> <li>* Composition - the placement or arrangement of visual elements or</li> </ul>	<p><b>Know that...</b></p> <ul style="list-style-type: none"> <li>* Patterns can be used to emphasise a composition.</li> <li>* Patterns can be abstract and don't have to be the same ones in a composition.</li> <li>* Surface Pattern Designers - These artists create patterns and repeats, that give life, energy, character, and movement to surfaces. They are applied to pretty much everything you see in your daily life eg. curtains, duvet covers, tableware etc. which is why it is such an important genre of art.</li> </ul>

	<p>on line and fill in the blank areas using tone.</p> <ul style="list-style-type: none"> <li>* Use a greater range of marks used to create affects, shadows and reflection.</li> <li>* Develop more realistic drawing skills and rely on perspective, depth and movement to create more complex effects.</li> <li>* Develop styles in conjunction with mixed media and mark making to create more sensitive emotions and moods.</li> <li>* Use a range of lines and marks to create feel and mood. Practice these and be experimental with media, with which you draw.</li> <li>* Look at contemporary artists and understand how these have been influenced by the work of the greats. Look at modern day solutions and think outside of the box with their own responses.</li> <li>* Work in an innovative way, which moves the characteristics and</li> </ul>	<p>pencil sharpens to a fine point.</p> <ul style="list-style-type: none"> <li>* Shadows fall opposite the light source and are important to show depth.</li> <li>* Highlights are directly in front of the light source.</li> <li>* Tone is used by artists to convey mood.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Draw a detailed outline, include tonal shading, highlights and shadows. Include more than one shading technique and add an increasing level of detail.</li> <li>* Draw an ellipse outline including tone and highlights.</li> <li>* Develop a greater awareness of light and dark and how this affects depth. Rely less on line and fill in the blank areas using tone.</li> <li>* Understand tone and hue and their relevance.</li> <li>* Understand how to</li> </ul>	<ul style="list-style-type: none"> <li>* Harmonious colours are next to each other on the colour wheel.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Develop work with a firm understanding of colour, the influence of other artists and colour palettes.</li> <li>* Use a mixture of watercolours, acrylic, oil pastels and multimedia to create a visually exciting piece.</li> <li>* Develop a more complex understanding of colours and understand their relation to each other, using complimentary colours.</li> <li>* Understand tone and hue and their relevance.</li> <li>* Understand how to use this to create depth and texture.</li> <li>* Use a range of media including; mixed media, papers to collage, pencil, oil pastels, watercolors and acrylic paint.</li> </ul>	<p>oil pastels, watercolors and acrylic paint.</p> <ul style="list-style-type: none"> <li>* Mix textures, surfaces, media, papers and techniques. In a creative and innovative way.</li> <li>* Develop visual and tactile qualities to a high quality and interesting sensory outcome.</li> <li>* Use a range of ceramic mosaic patterns, material, media and techniques to create texture.</li> <li>* Start to add in textiles and other mediums.</li> <li>* Develop texture in more complex ways, using spatulas and other equipment.</li> </ul>	<p>'ingredients' in a work of art.</p> <ul style="list-style-type: none"> <li>* Rule of thirds - Divide a sheet of paper up horizontally and vertically, into 9 equal sections.</li> <li>* Rule of odds - Having an odd number of things in a composition means the viewers' eye and brain can't pair them up or group them easily. The left over object keeps the eye moving around the composition.</li> <li>* The abstract shapes and patterns used by Natalie Spencer reflect the world of cells in a simplistic way where order and symmetry give way to accidental, experimental form and colours.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Develop more complex forms and mix realism with abstract forms. Start to develop more complex and professional sculpting or drawing skills.</li> <li>* Draw complex 3D shapes such as cone, sphere, cube, pyramid, cylinder.</li> </ul>	<ul style="list-style-type: none"> <li>* Natalie Spencer is a surface pattern designer from Lancashire. Pattern, colour and texture play a major part in her work. Her abstract shapes and patterns reflect the world of cells in a simplistic way where order and symmetry give way to accidental, experimental form and colours.</li> </ul> <p><b>Know how to...</b></p> <ul style="list-style-type: none"> <li>* Repeat patterns and do this in an accurate and structured way.</li> <li>* Choose a mixture of patterns and repeat around forms.</li> </ul>
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	features of an art movement further in a dynamic and modern response. Talk about the reasoning for the response.	use this to create depth and texture.			<ul style="list-style-type: none"> <li>* Use sculpting techniques in a controlled and professional manner. Use these in a sensitive way selecting appropriate textures and use of techniques.</li> <li>* Develop a greater sense of realism through largely tactile properties. Start developing realism through selection of textures.</li> <li>* Use more complex sculpting techniques such as mod-rock, plaster and build structures based around structures and moulds. Create structure and reinforce sculptures.</li> <li>* Comment on their own work and compare with that of others, using more visual vocabulary, how elements are combined.</li> </ul>	
<b>Future Knowledge and Skills (Y9 to GCSE)</b>	* The Y8 cells project is sent to the High School to be continued in Y9. Drawings- use different media to draw from research and any images of cells in the style of Natalie Spencer.	* The Y8 cells project is sent to the High School to be continued in Y9. Drawings- use different media to draw from research and any images of cells in the style of Natalie Spencer.	* The Y8 cells project is sent to the High School to be continued in Y9. Create images of cells in the style of Natalie Spencer who produces beautiful, delicate and colourful artwork on this theme.	* The Y8 cells project is sent to the High School to be continued in Y9. Sketchbooks will use layers and combine elements to show the inspirational work of Natalie Spencer.	* The Y8 cells project is sent to the High School to be continued in Y9. shape and form will be explored in the cells project.	* The Y8 cells project is sent to the High School to be continued in Y9. Patterns in cells will be replicated in pupil sketchbooks.