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| Cycle A  | **Taotie**This project teaches children about the significance and art of the taotie motif, including ancient and contemporary casting methods.**Driver Project:** History- Dynamic Dynasties**Companion Projects:** Design and Technology- Moving Mechanisms**Tints, Tones and Shades (YR5)**This project teaches children about colour theory by studying the colour wheel and exploring mixing tints, shades and tones. They learn about significant landscape artworks and features of landscapes before using this knowledge to create landscape paintings.**This project can be taught at the start of the school year, with sessions being revisited throughout the year as necessary to reinforce an understanding of colour and colour mixing.****Companion Projects:** **Driver Project:** History- Dynamic Dynasties**Companion Projects:** Design and Technology- Moving Mechanisms | **Line, Light and Shadows**This project teaches children about the visual qualities of line, light and shadow. They explore the work of Pablo Picasso and Rembrandt and are introduced to a range of shading techniques. They take black and white photographs and use pencil, pen and ink wash to reimagine their photographs in a shaded drawing.**Nature’s Art**This project teaches children about the genre of land art. They work outdoors to sketch natural forms and explore the sculptural potential of natural materials before working collaboratively to create land art installations.**Driver Project:** Geography- Sow, Grow and Farm**Companion Projects:** Design and Technology- Eat the seasons  | **Mixed Media**This project teaches children about paper crafts, papermaking and collage techniques, including paper, fabric, mixed media and photo collage. They use their learning to create a final piece of small-scale, mixed media collage.**Driver Project:** History- Groundbreaking Greeks**Companion Projects:** Design and Technology- Architecture **Expression**This project teaches children about the Expressionist art movement and the 'Father of Expressionism', Edvard Munch. They explore different ways to portray feelings and emotions in art to create an imaginative self-portrait.**Driver Project:** History- Groundbreaking Greeks**Companion Projects:** Design and Technology- Green HouseArchitecture |
| Cycle B | **Trail Blazers, Barrier Breakers**This project teaches children about significant black artists and their work, and provides opportunities to analyse and create artwork inspired by them.**Tints, Tones and Shades (YR6)**This project teaches children about colour theory by studying the colour wheel and exploring mixing tints, shades and tones. They learn about significant landscape artworks and features of landscapes before using this knowledge to create landscape paintings.**This project can be taught at the start of the school year, with sessions being revisited throughout the year as necessary to reinforce an understanding of colour and colour mixing.****Companion Project:****Driver Project:** History- Maafa**Companion Projects:** Design and Technology- Fresh Food, Good Food  | **Inuit**This project teaches children about the Inuit way of life, including some of their cultural and artistic traditions.**Environmental Artists** This project teaches children about the genre of environmental art. They study how artists create artwork that addresses social and political issues related to the natural and urban environment. Children work collaboratively to create artwork with an environmental message.**Companion Project:****Driver Project:** Geography- Frozen Kingdoms**Companion Projects:** Design and Technology- Engineer  | **Distortion and Abstraction**This project teaches children about the concepts of abstraction and distortion. They study the visual characteristics of abstraction and create a musically-inspired, abstract painting.**Bees, Beatles and Butterflies**This project teaches children about sketchbooks, observational drawing, mixed media collage and Pop Art. They consolidate their learning to make a final piece of artwork inspired by bees, beetles or butterflies.**Companion Project:****Driver Project:** History- Britain at war **Companion Projects:** Design and Technology- Make Do and Mend  |

UKS2 Scheme of Work