



Still Life - Pencil > Pastel > Paint		
Progression	End of Unit Assessment Outcomes	
<p>Art Prior and Future Learning:                      Y1/2 Year A- What's Our Place In The World?                      Y1/2 Year B- What Is The Difference Between Towns and Cities?                      Y3/4 Year A- How Have The Pennines Affected Land Use?                      Y3/4 Year B- What Comparisons Can We Make Between Ancient Civilisations?                      Y5/6 Year A- What Geographical Comparisons Can We Make Between An Inland And Coastal Town?                      Y5/6 Year B- How Do The Biomes of Brazil Impact Upon It's Trade and Economic Position?</p>	<p><u>Year 3</u>  <u>Still Life Drawings</u>                      Confidently explain the design decisions they have made</p> <p>Create different effects in light and dark tones</p> <p>Use guidelines to express proportions accurately</p> <p>Make realistic colour choices for the subject</p>	<p><u>Year 4</u>  <u>Still Life Drawings</u>                      Confidently explain what has influenced their decisions</p> <p>Know the different techniques (pencil, pastel, paint) that create different effects in light and dark tones</p> <p>Use guidelines to express proportions accurately combining with light and dark tones for shadow.</p> <p>Through careful observation, create realistic colour choices for the subject applying use of knowledge of dark and light tones.</p>
Key Vocabulary for the Unit		
<p>Subject Specific Vocabulary:                      Media                      Blend                      Light/shade                      Still life                      3-Dimensional</p>	<p>Define</p>	
End of Unit Assessment Vehicle		
End piece and evaluation		
Art Disciplinary Knowledge		
<ol style="list-style-type: none"> <li>1. Comment on similarities and differences in own and others work.</li> <li>2. Develop techniques to create more detailed artwork in a range of media. (see additional 'progression of skills' document)</li> <li>3. Use experimentation to inform creative decisions when expressing their own ideas.</li> <li>4. Use other artists, designers and architects (current and historical) work as a model to influence and develop their own artwork.</li> </ol>		