Year 6	Topic Title – Lino Printing	Key Vocabulary
National Curriculum Objectives: Pupils should be taught: to create sketch books to record their observations and use them to review and revisit ideas 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] about great artists, architects and designers in history	As part of the Geography topic – North America looking at North American Animals choose a favourite animal Research Stylisation in art - the decorative generalisation of figures and objects by means of various conventional techniques, including the simplification of line, form, and relationships of space and colour. With their chosen animal, use the idea of stylisation to simplify their animal using line, shape and form. Stylisation is frequently seen in street art and graffiti-style art, as in the case of the late 20th century artist Keith Haring. (left to right) an example of ancient Peruvian pottery; Henri Matisse, "Chat aux Poissons Rouges"; Pablo Picasso, "Pitcher and Bowl of Fruit"; Gustav Klimt, "Tree of Life III"; Keith Haring, "Statue of Liberty" Sketch stylised animals in sketch books practising the simple lines and form.	South America Stylisation Techniques Line Form Space Colour Simplify Printing Lino board Multi layered Sketch Background Foreground Impression
Key Learning in Art and Design – Printing ▪ Create printing blocks by simplifying an initial journal idea. ▪ Use relief or impressed method. ▪ Create prints with three overlays. Work into prints with a range of media e.g. pens, colour pens and paints.	Experiment using printing using printing blocks (cardboard) to simplify an initial idea – a North American animal i.e. Racoon, wolf, cougar or a reindeer. Choose final sketch for final piece. Research how to create a layered lino print using lino board and inks. https://www.youtube.com/watch?v=a-L4gTmX8JQ Create their own 3 layered lino printing using a background, main feature (animal) and foreground using 3 different coloured inks. Work into prints afterwards using black fine liner pen to create texture and to accentuate line. Display stylised work on a display in the classroom. Evaluate each others work with peer assessment. What did they enjoy and what would they change if they did this activity again?	

Possible community links	Previous learning experiences:		Future learning experiences:
	Year 1 – Simple printing techniques. Year 3 – Print with two overlays creating repeated patterns.		KS3 curriculum

Year 6	Topic Title – Digital Media – Animal Heads on Human Bodies	Key Vocabulary
National Curriculum Objectives: Pupils should be taught: to create sketch books to record their observations and use them to review and revisit ideas 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] about great artists, architects and designers in history Key Learning in Art and Design – Digital Media ▪ Record, collect and store visual information using iPads etc. ▪ Present recorded visual images using software e.g. ▪ Use a graphics package to create and manipulate new images. ▪ Be able to Import an image (scanned, retrieved, taken) into a graphics package. ▪ Understand that a digital image is created by layering. Create layered images from original ideas.	Know who American Animal Artist **Cassius Marcellus Coolidge** is - Cassius Marcellus Coolidge was an American artist, mainly known for his series of paintings Dogs Playing Poker. Known as "Cash" or "Kash" in his family. He often signed his work in the 19th century with the latter spelling, sometimes spelling his name, for comic effect, as Kash Koolidge. Coolidge began his art career in his twenties, one of his early jobs being the creation of cartoons for a local newspaper. Look at his different artwork. Discuss the paintings and what they like and dislike. Explain that this type of artwork was done for comic effect. Watch the clip on bbc bitesize https://www.bbc.co.uk/bitesize/clips/zc7dv4j - explaining how to use a free online photo manipulation softwarehttps://www2.lunapic.com/editor/ to edit photographs to create new image layering the two images together. (video available) Use the lasso tool on the software to select the specific area of the photo to be removed, this is then pasted onto the second photo to create a new image. Using the clip as inspiration, create images that combine either a famous character body with a friend's head, with permission, combine a teacher head with a cartoon characters body or taking inspiration from Cassius – use an image of their own pet or favourite animal onto a human body. Create a group piece of Artwork in the style of the 'Dog's playing poker' painting with multiple images together.	Artist Paintings Comic Cartoon Scenarios Photo manipulation Photographs Lasso Combine Layering Multiple Editing
Possible Community Links	**Previous Learning Experiences:**	**Future learning experiences:**
	Year 2 – David Hockney photography and collage and Andy Warhol digital media. **Year 4 – taking photographs using the iPads and editing photographs using the iPad photo editing software.**	**KS3 Curriculum**