

	<i>Term 1 Content Autumn 1</i>	<i>Term 2 Content Autumn 2</i>	<i>Term 3 Content Spring 1</i>	<i>Term 4 Content Spring 2</i>	<i>Term 5 Content Summer 1</i>	<i>Term 6 Content Summer 2</i>	<i>Assessment</i>
Year 2	AD5: Creating an Art Image Scenario: Create a mural painting of an animal or a group of animals that will be displayed on the walls of Glebe School playground. The mural will explore our relationship with animals: how we see them, how we live with them, how we treat them, and what they symbolise. Learners will explore the work of artists who draw and paint animals, developing skills and techniques in drawing, painting and mark making to produce an art image. A range of artists will be studied including: Henry Moore, Olga Gamynina, Abbey Diamond, Andy Warhol, Louis Masai, and Mark Hearld. You will use their art as a starting point to create your own mural design.			AD11: Creating an Artefact Using Clay In this unit, you will explore different ways of working with clay, using basic hand building to create an artefact of your choice. You will use different ways of hand building and you may have to solve problems, which will mean you need to manage yourself and your time well. You will also experiment with different methods of decoration and finish. Scenario: Create a series of hand built cups, vases, artefacts and bowls inspired by natural forms. The finished pieces will be sold at the Glebe School Summer fair. A range of artists will be studied including: Kate Malone and Yayoi Kusama. You will use their work as a starting point to create your own clay artefacts.			Each unit is finished with a real-life context scenario assessment. This is teacher evaluated in accordance with the assessment criteria and a grade is allocated for each unit. Units are used towards BTEC qualifications in both Art & Design and Vocational Studies.
	Desired End of Year Outcomes						
	<ul style="list-style-type: none"> Produce an art image using 2D materials Manage information and self when producing an art image 			<ul style="list-style-type: none"> Produce an artefact using clay Manage self and solve problems when creating a clay artefact 			
	<i>Term 1 Content Autumn 1</i>	<i>Term 2 Content Autumn 2</i>	<i>Term 3 Content Spring 1</i>	<i>Term 4 Content Spring 2</i>	<i>Term 5 Content Summer 1</i>	<i>Term 6 Content Summer 2</i>	
Year 1	AD5: Creating an Art Image Learners will explore the work of 2D artists, developing skills and techniques in drawing, painting and mark making to produce an art image based on the work of selected 2D artists.			AD10: Creating a Mood Board Learners will develop the skills and techniques needed to produce a mood board that communicates their art and design ideas in response to a brief.			
	Desired End of Year Outcomes						
	<ul style="list-style-type: none"> Produce an art image using 2D materials Manage information and self when producing an art image 			<ul style="list-style-type: none"> Produce a mood board in response to a brief Manage information and communicate design ideas when producing a mood board in response to a brief 			