

<p>Subject: Art & Design. Summer 1 Year 4</p> <p>Unit Title: Craft and design: Fabric of nature</p>
<p>NC POS:</p> <ul style="list-style-type: none">• 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]• To know about great artists, architects and designers in history.• To create sketch books to record their observations and use them to review and revisit ideas.
<p>Expected Prior Learning (what pupils already know and can do)</p> <ul style="list-style-type: none">• Consider the suitability of a surface for drawing.• Record colours, patterns and shapes through observational drawing.• Choose and use tools and materials confidently.• Begin to experiment with drawing techniques.• Create a selection of sketches that show idea exploration.• Produce a final design with a clear purpose.• Follow instructions with minimal support.• Discuss and evaluate the process and outcome of their work.• Produce a complete painted or drawn piece from a design idea.• Use colours and materials appropriately, showing an understanding of effective composition.•
<p>End Points (what pupils MUST know and remember)</p> <p>Intended outcome of the unit</p> <ul style="list-style-type: none">• Describe objects, images and sounds with relevant subject vocabulary.• Create drawings that replicate a selected image.• Select imagery and colours to create a mood board with a defined theme and colour palette.• Complete four drawings, created with confident use of materials and tools to add colour.• Understand the work of William Morris, using subject vocabulary to describe his work and style.• Create a pattern using their drawing, taking inspiration from mood boards and initial research to develop it.• Identify and explain where a pattern repeats.• Follow instructions to create a repeating pattern, adding extra detail.• Understand different methods of creating printed fabric in creative industries.• Use sketchbooks to evaluate patterns.• Produce ideas to illustrate products using their designs.
<p>Key Vocabulary</p> <p>mood board, colour palette, imagery, batik, texture, pattern</p>
<p>Lesson 1: Inspired by the rainforest</p> <p>Learning objective: To understand starting points in a design process. The children will gather images, shapes and colours together, identifying a mood/theme.</p> <p>Success criteria I can describe images and objects using art vocabulary. I can select images that interest me to draw. I can gather images, shapes and colours together, identifying a mood/theme.</p> <p>Vocabulary: designer, imagery, inspiration, mood board, texture, theme</p>
<p>Lesson 2: One picture, four views</p> <p>Learning objective: To explore techniques to develop imagery.</p> <p>Success criteria I can discuss the inspiration for an artist's work. I can choose interesting sections of one picture to draw.</p>

I can use materials and tools to show colour and texture.

Vocabulary: designer, imagery, inspiration, mood board, texture, theme

Lesson 3: Creating patterns.

Learning objective: To explore using a textile technique to develop patterns.

Success criteria

I can discuss the work and patterns created by William Morris.

I can create a pattern using a drawing.

I can develop a pattern using inspiration taken from research.

Vocabulary: batik, pattern, symmetrical

Lesson 4: Repeating pattern.

Learning objective: To understanding how pattern designers work in the creative industries and learning how to create a repeating pattern.

Success criteria

I can identify where a pattern repeats.

I can create a repeating pattern.

I can develop a pattern by adding extra detail.

Vocabulary: elements, industry, repeating pattern

Lesson 5: Fabric design

Learning objective: To understand how art is made for different purposes.

Success criteria

I can recognise and compare different methods of creating printed fabric.

I can evaluate my patterns to consider successes and improvements.

I can consider how my designs could be used for a product.

Vocabulary: craftspeople, evaluate, factory, manufacture

Future learning this content supports:

Sketch buildings from first-hand or second-hand observation.

Use basic shapes to place key features and form the composition, measuring to work out proportions.

Notice small details to incorporate into the drawing by observing.

Select a section of their drawing that creates an interesting composition, with a variety of patterns, lines and texture.

Purposefully evaluate their work, demonstrating what went well and what could be improved.

Create a building design based on a theme or set purpose.

Draw a plan view or front elevation of their building, annotating the key features.

Note this unit will be removed once we more over to 2025/6 Scheme