

Year Group		
Year 3	Art – Painting – Landscapes (Computing, Creative Industries) <ul style="list-style-type: none"> Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects Work on a range of scales e.g. thin brush on small picture etc. Create different effects and textures with paint according to what they need for the task. Select areas of a painting, copy and paste to make repeating patterns Capture, store, retrieve and edit a digital image Develop further control over a digital stills camera (landscape, portrait, macro, sports) 	
Year 4	Art- Computing – Animation <ul style="list-style-type: none"> Select suitable text, sounds and images from electronic resources Select and import digital images from different sources and prepare for use 	Music – Songs from different cultures <ul style="list-style-type: none"> Explore pentatonic patters Use crotchets and quavers in notation Use strong contrasts in dynamics Compare the effect of different tempi Use simple ostinato as an accompaniment
Year 5	Art – Painting – Still life <ul style="list-style-type: none"> Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. Question and make thoughtful observations about starting points and select ideas to use in their work. Develop a painting from a drawing Carry out preliminary studies, trying out different media and materials and mixing appropriate colours Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music Mix and match colours to create atmosphere and light effects Be able to identify primary secondary, complementary and contrasting colours Work with complementary colours 	Music – WOPs – Flutes and Clarinets Classroom - Djembe Drumming <ul style="list-style-type: none"> <i>Begin to recognise major and minor keys</i> <i>Use notation for crotchets, minims, semibreves and quavers</i> <i>Begin to recognise time signatures</i> <i>Use strong contrasts in dynamics to add light and shade</i> <i>Alter tempi for mood effects</i> <i>Compare acoustic and electric sounds</i> <i>Develop an understanding of how chords can be used as an accompaniment</i> <i>Recognise, sing and play a round</i>
Year 6	Drama/Music/Dance – KS2 Production <ul style="list-style-type: none"> Explore action and language to create a mood for the audience Work with others to create drama Research a role Explore characters feelings and reactions in different situations Use dramatic techniques to convey meaning Use voice and movement to convey character Use accent or dialect when appropriate Evaluate how action and voice work together to create drama 	

Together

Encourage

Achieve