

Brough Primary School – Curriculum Intention Plan 2024 - 2025



Subject: Art Year Group: Year 3/4 *cycle A		Area of learning: Digital Media
Links to previous work/Remember when	Digital Media experiences in Y1/2 <ul style="list-style-type: none"> • Use the computer as a tool for creating a design or image such as a poster. • Use the stamping tool, change the size of an object, add spectacles etc. • Use image manipulation to alter a photograph – change the hairstyle on a photograph. Images can be created and altered digitally. • Use the computer as a tool for combining or adapting images. • Using the Paintz app 	
Term	Year	Key Skills to be taught
Autumn 2024	3/4	Digital media skills for Y3/4 Generate ideas by using a digital camera / iPad to capture images for their work – photo montage. Use a graphics package or app to create images using different tools and effects with increased precision (Paintz). To have experience of using an iPad to extend knowledge of photography. Know that digital art combines different images to create compositions for different purposes. Know that digital imagery is a flexible art form – effects can be manipulated and altered without having to return to the starting point.
What the children should know at the end of this series of lessons		


Vocabulary

Screen, image, fill, eraser, select, paint, buttons, movements, arrow, camera, iPad, touch, still, photograph, experiment, create, process, Paintz

Sequence of learning	Learning objectives / outcomes	Suggested lesson outline
1	Learning Objective: <i>'To find out who Pablo Picasso was and explore what cubism is'.</i> Key Knowledge: Picasso wanted to emphasise the difference between a painting and reality. Cubism involves different ways of seeing,	The first lesson could introduce the children to Picasso and give them a brief overview of cubism. They will look at examples of cubism, as well as explore the biographical details of Picasso's life. George Braque is also worth exploring. https://www.youtube.com/watch?v=Uhb0U6OU PIM - What is Cubism? Tate Kids: Meet Pablo Picasso and Georges Braque, the artists who started this famous art movement.

Brough Primary School – Curriculum Intention Plan 2024 - 2025



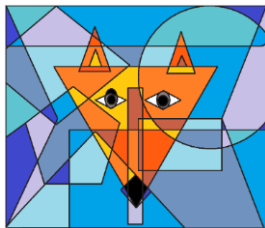
	<p>or perceiving, the world around us. Picasso believed in the concept of relativity – he took into account both his observations and his memories when creating a Cubist image. He felt that we do not see an object from one angle or perspective, but rather from many angles selected by sight and movement. As a result of this belief, Cubism became about <i>how</i> to see an object or figure rather than <i>what</i> the artist was looking at.</p>	<p>The children will have a go at creating a drawing in this style using the 'Draw with Rob' video. (Link in the resources folder). This can go in their sketchbooks along with some facts about Picasso / cubism / Braque.</p> <p>Or there is a page in the resources folder of some Picasso inspired abstract face examples the children can use to create their own for their sketchbook page.</p> 
<p>2 Prep needed before the lesson, possibly before the lesson...</p>	<p>Learning Objective: <i>'To create a digital self portrait in the style of Picasso, inspired by cubism'</i></p>	<p>Recap: How to take a photo using an iPad. Children will need to work in pairs and practise taking close-up photos of their partner's face. These need to be clear and just have the face in the frame. You will probably want to do this before the actual art lesson. Print the photos, a4 size. https://www.youtube.com/watch?v=fkLoxTMtgYw As in the video above (skip to 3min37secs), children cut out the main features of their face and then glue them onto a white piece of card in a random way, ensuring it is semi-recognisable as someone's face but still looks quite odd! Like in the video, the children can then add some lines and patterns to the background if they wish and then add some colours.</p>
<p>3&4</p>	<p>Learning Objective: <i>'To create a piece of digital art in the style of Picasso using Paintz'</i></p>	<p>Recap: Use some time at the beginning of Lesson 3 to remind the children how to use Paintz (the current Y3s used it last year. The Y4s may have never used it...). Allow the children some time to explore how the app works and experiment with the different tools.</p>

Brough Primary School – Curriculum Intention Plan 2024 - 2025



		Use the Google Slides in the resource folder to guide the children through creating their piece of digital art in the style of Picasso. *Two lessons have been allocated for this. Print the final piece and add to art folders.
5	Learning Objective: <i>To share, reflect and discuss.</i>	<i>Please see assessment details below.</i>

Learning Outcome/product



To create Picasso inspired artwork using different digital media and materials.

Assessment:



As part of the art assessment process, the children display their work on tables / the floor for all to see and gather around. Encourage positive language and a celebration of each other's hard work.

Adult to guide and model how to peer assess - share thoughts on each other's work;

- What do they like about their peer's artwork? "I like Fred's work because..."

Brough Primary School – Curriculum Intention Plan 2024 - 2025



- What can you remember about Picasso's style of work? What makes him different from other artists?
- Did you prefer using a photograph to create art in the style of Picasso or did you like using the Paint app? Or did you prefer using a pen like in Lesson 1?
- What did you think to the Paintz app? Was it easy to use to create your piece of art? What were the pros and cons of using the app to create art in the style of Picasso?
- Encourage self reflection: Is there anything you would do differently next time?