

Arts & Crafts 1						
• What do we represent in art?						
	Unit introduction	Lesson 1	Lesson 2	Lesson 3	STEAM Challenge	Imagine and create
1. Family Page 5 Still images	Watch. Find and point the family members Draw your family	What do we illustrate? Analyse: Portrait and landscape Create: Storybook cover Illustration	How do we make comics? Analyse: Comics Create: Family comic Comics	What's in the photo? Analyse: People and places in photos Watch. Create: Decorate a photo frame Photography	STEAM Challenge Sun prints	I love my family
2. Animals Page 15 Moving images	Watch. Play the game Draw an animal	What have video games got? Analyse: Figure and background in video games Create: Figure and background Animation	What can we see in animation films? Analyse: Zoom Watch. Create: Make a film with zoom Short films	How do films use colour? Analyse: Colours and emotions Create: Colour with warm and cool colours Filmmaking	STEAM Challenge Animal camouflage	Meow means woof
Page 25 Project. Learning situation 1 Peace mandala						
3. The face Page 27 2D: drawing and painting	Watch. Play the game Complete the photo of your face	How can we draw lines? Analyse: Thin and thick lines Create: Practice the different lines Drawing and painting	What happens when we mix primary colours? Analyse: Colours Create: Mix primary and secondary colours Colour theory	How do we make a collage? Analyse: Collage Watch. Create: Make a mask Collage	STEAM Challenge Oil painting	Be a smile on someone's face
4. The body Page 37 3D: sculpture	Watch. Move the body parts Colour the sculptures	What are sculptures? Analyse: Size in 3D art Create: Plasticine sculpture Sculpture	How do sculptures represent movement? Analyse: Movement Create: Make a pipe cleaner dancer Modelling	What are assemblages made of? Analyse: Natural and artificial materials Create: Watch. Make a potato person Assemblage	STEAM Challenge Cotton bud skeleton	My body is my sculpture
Page 47 Project. Learning situation 2 Seasonal food portrait						
5. Shapes Page 49 Art in my world: design	Watch. Play the game, draw the shapes. Recreate object shapes	How do we use shapes? Analyse: Shapes for printing Watch. Create: Stamps Printmaking	How can we use shapes? Analyse: Regular and free-form shapes Create: Make a city Visual communication	How do we create pattern? Analyse: Patterns in paintings Create: Make a pattern Graphic design	STEAM Challenge Make a textile!	Beautiful shapes
6. Home Page 59 Art in my world: architecture	Watch. Find the room. Draw yourself in a room	How do we use designs? Analyse: Lines, dots and shapes Create: Decorate the vase Classical design	How do we make mosaics? Analyse: Mosaics Watch. Create: Bean mosaic Civil architecture	What is perspective? Analyse: Perspective Create: Make your own bedroom Architecture	STEAM Challenge Tree house construction	Home is a feeling

Page 69 **Project. Learning situation 3 Design a plant pot**

- Talk about art in every unit

Watch. unit videos and craft videos

Key competences

- Linguistic communication
- Science, Technology, Engineering and Mathematics (STEM)
- Digital
- Personal, social and learning to learn
- Entrepreneurship
- Citizenship
- Cultural awareness and expression