

Syllabus








Arts & Crafts 3			
Where can we find art?			
	Unit introduction	Lesson 1	Lesson 2
1. In books Page 5 Still images	 Watch Find and count the items on the bookshelf Create a storybook	What's figure-ground relationship? Analyse: Figure and background Create: Watercolour background Illustration	How can we draw emotions? Analyse: Figure and background  Watch Create: Paper emoji Comics
2. At the cinema Page 15 Moving images	 Watch Play the game Draw the film	What types of camera angles are there? Analyse: Shots Create: Your own shots Animation	What are sequences and scenes? Analyse: Classic film sequences Create: Fantasy film scene Short films
Page 25 Project: Learning situation 1 Eco-friendly transport			
3. At the museum Page 27 2D: drawing and painting	 Watch Play the game Learn and share information about artists' inspirations	How can we paint? Analyse: Irregular and geometric shapes Create: Paint like Klimt Drawing and painting	How do we use colour? Analyse: Colours Create: Paint Matisse with warm and cool colours Colour theory
4. In the countryside Page 49 3D: sculpture	 Watch Escape from the maze Art material dominoes	What natural materials can we use? Analyse: Natural materials and textures Create: Using textures Assemblage	How do artists design sculptures? Analyse: Symmetry Create: Symmetrical sculpture Modelling
Page 47 Project: Learning situation 2 Celebrate endangered animals			
5. In the street Page 49 Art in my world: design	 Watch Play the games, find the signs. Recreate street art	What are posters for? Analyse: Communicative and expressive posters  Watch Create: Make a printed poster Printmaking	How can we use lines? Analyse: Keith Haring's characters Create: Line-drawn characters for a mural Visual communication
6. At the theatre Page 59 Art in my world: architecture	 Watch Find the differences Draw a theatre play	What types of plays are there? Analyse: Comedy and drama  Watch Create: A theatre puppet Genre	What are the parts of a theatre? Analyse: Theatre designs Create: A theatre stage Civil architecture
Page 69 Project: Learning situation 3 Upcycled art			

- Talk about art in every unit
- WebQuest in every project

 unit videos and craft videos

Lesson 3	Lesson 4 STEAM Challenge	Lesson 5 Create and Reflect
<p>How can we frame a photo?</p> <p>Analyse: Portrait and landscape Create: Fairy-tale photo</p> <p>Photography</p>	<p>STEAM Challenge Pop-up books</p>	<p>Keep practicing: Portrait photos Landscape photos</p>
<p>How are films made?</p> <p>Analyse: Filmmaking Watch Create: Make a flipbook</p> <p>Filmmaking</p>	<p>STEAM Challenge Sound art in films</p>	<p>Keep practicing: High-angle shots Low-angle shots</p>
<p>What's photomontage?</p> <p>Analyse: Collage and photomontage Watch Create: Make a photomontage</p> <p>Collage</p>	<p>STEAM Challenge Natural pigments</p>	<p>Keep practicing: Mixing colours Collage</p>
<p>Why is there empty space in a sculpture?</p> <p>Analyse: Outdoor environmental sculpture Watch Create: Design a sculpture for a place</p> <p>Sculpture</p>	<p>STEAM Challenge Kinetic sculpture</p>	<p>Keep practicing: Assemblage Sculpture</p>
<p>What can we see in the street?</p> <p>Analyse: Find symbols in the street Create: Street replica</p> <p>Graphic design</p>	<p>STEAM Challenge Design an icon</p>	<p>Keep practicing: Signs Symbols</p>
<p>How do we design stages?</p> <p>Analyse: Classic theatre backdrops Create: Make your own theatre backdrop</p> <p>Architecture Draw a theatre play</p>	<p>STEAM Challenge Theatre capacity infographic</p>	<p>Keep practicing: Comedy Drama</p>

Key competences

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