

Vocabulary – Art and Design

	Cycle A						Cycle B						Cycle C					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Topic</b>	Town & Country	Traditions	A New King!	The Sinking of the Titanic	Our wonderful world!	I do like to be beside the seaside	Memories	Fire! Fire!	Food	Tanzania	How our school used to be	Grace Darling	The Three Little Pigs	Poppies	Man on the moon	Mary Anning	Meerkat Mail	The hills are alive
<b>R/1/2</b>	Paint Primary colours Shade Tone	Clay Push Press Pinch Roll	Line Mark Light Dark		Thick Thin	Texture	Collage Tear Cut		Fabric Cut	African Tingatinga Paintbrush Thickness Tourists		Rubbings Texture Print Pattern	Primary colours Shade Tone	Line Shape Light Dark			Texture Pattern	Rubbing Copying

	Cycle A						Cycle B					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Topic</b>	Cooking	Living things and their habitats	The Romans and their impact on Britain	South West England compared to Scandinavia	Rivers	D Day	Forces of nature	King Alfred and Winchester	Biomes	Mayans	The Human Body	Ancient Greece
<b>3/4/5/6</b>		Blending Shading Hatching	Collage Visual vocabulary – eg shiny, translucent, matt, gloss				Scale Foreground Middle Background	Portraits Mixed-media	Carving Sculpting Moulding	Collage Kurt Schwitters	Mixed media Medium	
	Cycle C						Cycle D					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Topic</b>	Egyptians	Earth and Space	Portsmouth & Boston	Evolution	Local land use	Local history – history of Andover	Energy	Animals	Stone Age	Iron Age Hillforts	Food	Life in Anglo-Saxon times
<b>3/4/5/6</b>	Primary Secondary Complementary Contrasting	Blend Primary Mix Shade	Scale Foreground Middle Background	Layering	Tone Texture Gradient		Texture Techniques	Shading Tints	Texture Malleable material	Overlay Repeating patterns	Paper machè sculpture	