

### The Vision for Art

At Ravensfield, we believe that art and design is a vital part of communication; it allows children to communicate what they see, feel and think. Art is a vital part of children's learning to enable them to express their creativity and imagination.

In each art lesson children are given the opportunity to experiment with their own designs and ideas. The formal elements such as; colour, tone/form, pattern, texture and line/shape, are developed and embedded as the children move through each key stage, to enable them to continue to become proficient in drawing, painting, 3D sculpture and other materials, design and craft techniques. Opportunities are provided to explore a wide range of other artists, craft makers and designers and the historical development and impact through time. We encourage children to evaluate and analyse their own and others work.

Our overall aim is that all children will be encouraged to use their skills to design and create their own independent work of art, craft and design. In order to do this the children will have access to a range of good quality resources that will support each topic.

#### **Domains of knowledge & Key concepts:**






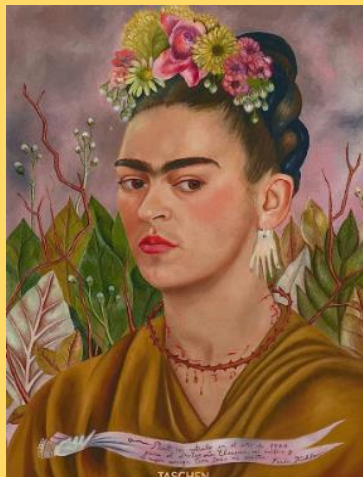


Domains of Knowledge	Key concepts
Making Skills (Procedural Knowledge)	Drawing Painting & Mixed Media Design Craft Other materials (3D Sculpture, Printmaking, Digital) Formal elements - Colour, Tone/Form, Pattern & Texture, Line/Shape.
Generating Ideas (Conceptual)	Develop & share ideas. Experiences, Imagination. Sketchbooks
Knowledge (Factual)	Artists, Craftspeople, Designers Formal elements - Colour, Tone/Form, Pattern & Texture, Line/Shape.
Evaluation (Metacognition)	Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention Make choices & decisions

#### **End Points:**

1. To become proficient and improve their mastery of art and design techniques such as; drawing, painting and other materials.
2. To produce creative work that explores their ideas, observations, experiences and imagination.
3. To learn about artists, craft makers and designers through history and understand the development of art forms.
4. To become proficient in knowing and applying formal elements.
5. Be able to evaluate and analyse their own and others work using artistic vocabulary.

**Art and D and T LTP (2023-24)**

<u>Year</u>	<u>Autumn term</u>		<u>Spring Term</u>		<u>Summer Term</u>	
	<u>Autumn 1 (6 lessons)</u>	<u>Autumn 2(6 lessons)</u>	<u>Spring 1(6 lessons)</u>	<u>Spring 2(6 lessons)</u>	<u>Summer 1(6 lessons)</u>	<u>Summer 2(6 lessons)</u>
Year 1	Art Paul Klee – Drawing 	D and T	Art William Nicholson – Still life Painting (Food). 	D and T	Art James Bartholomew – Collage (Seascapes) 	D and T
Year 2	Art Monet – Painting. Water colours (Waterlilies). 	D and T	Art Andy Goldworthy – Textiles (Land art) 	D and T	Art Barbra Hepworth - Sculpture 	D and T
Year 3	Art George Seurat - Drawing and Painting (Poster paint). 	D and T	Art Sculpture – Bernard Leach (Clay Pot) Red clay. 	D and T	Art Henri Rousseau – Drawing and Collage Rainforest. 	D and T

Year 4	<p>Art</p> <p>Elizabeth Scott – Architect (Buildings) Drawing</p> 	D and T	<p>Art</p> <p>Roman busts - Henri Matisse – Roman sculptures</p> 	D and T	<p>Art</p> <p>JMW Turner – Painting watercolour (The fighting Temeraire... 1838)</p> 	D and T
Year 5	<p>Art</p> <p>Van Gogh – Drawing (Oil Pastels)</p> 	D and T	<p>Art</p> <p>Chris Gilmour and Daryl Wakelam – Cardboard Sculptor.</p>	D and T	<p>Art</p> <p>Steven Wiltshire – Manchester</p> 	D and T
Year 6	<p>Art</p> <p>Frida Kahloe – Drawing and Painting. Self Portraits.</p> 	D and T	<p>Art</p> <p>Andy Warhol – Printmaking (Pop art)</p> 	D and T	<p>Art</p> <p>David Hockney - Digital art (Pic collage of face).</p> 	D and T



## Art & Design Unit LTP overviews

Year 1					
Unit 1 - Drawing		Unit 2 - Painting		Unit 3 - Sculpture	
Artist – Paul Klee	Length: 6 Weeks	Artist – William Nicholson	Length: 6 Weeks	Artist – Barbra Hepworth	Length: 6 Weeks
<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation.		<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation		<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Design piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation	
<b>Domains of Knowledge</b> <ol style="list-style-type: none"> <li>Knowledge (Factual)</li> <li>Generating Ideas (Conceptual)</li> <li>Making Skills (Procedural Knowledge)</li> <li>Evaluation (Metacognition)</li> </ol>		<b>Domains of knowledge</b> <ol style="list-style-type: none"> <li>Knowledge (Factual)</li> <li>Generating Ideas (Conceptual)</li> <li>Making Skills (Procedural Knowledge)</li> <li>Evaluation (Metacognition)</li> </ol>		<b>Domains of Knowledge</b> <ol style="list-style-type: none"> <li>Knowledge (Factual)</li> <li>Generating Ideas (Conceptual)</li> <li>Making Skills (Procedural Knowledge)</li> <li>Evaluation (Metacognition)</li> </ol>	
<b>Key Concepts</b> Drawing Design Formal Elements – Line, Tone, Shape, Colour Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks		<b>Key Concepts</b> Other materials Design Craft Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – Form, Pattern, Shape, Texture Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention		<b>Key Concepts</b> Other materials - Sculpture Design Craft Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – Form, Shape, Texture, Tone Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention	
<b>Relevant End Points Covered</b> <ol style="list-style-type: none"> <li>To become proficient and improve their mastery of art and design techniques such as; drawing, painting and other materials.</li> <li>To produce creative work that explores their ideas, observations, experiences and imagination.</li> <li>To learn about artists, craft makers and designers through history and understand the development of art forms.</li> <li>To become proficient in knowing and applying formal elements.</li> <li>Be able to evaluate and analyse their own and others work using artistic vocabulary.</li> </ol>		<b>Relevant End Points Covered</b> <ol style="list-style-type: none"> <li>To become proficient and improve their mastery of art and design techniques such as; drawing, painting and other materials.</li> <li>To produce creative work that explores their ideas, observations, experiences and imagination.</li> <li>To learn about artists, craft makers and designers through history and understand the development of art forms.</li> <li>To become proficient in knowing and applying formal elements.</li> <li>Be able to evaluate and analyse their own and others work using artistic vocabulary.</li> </ol>		<b>Relevant End Points Covered</b> <ol style="list-style-type: none"> <li>To become proficient and improve their mastery of art and design techniques such as; drawing, painting and other materials.</li> <li>To produce creative work that explores their ideas, observations, experiences and imagination.</li> <li>To learn about artists, craft makers and designers through history and understand the development of art forms.</li> <li>To become proficient in knowing and applying formal elements.</li> <li>Be able to evaluate and analyse their own and others work using artistic vocabulary.</li> </ol>	
<b>Assessments (measuring impact and triangulation of learning)</b> Practice of skills. Final piece.  <b>Subject lead</b> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching		<b>Assessments (measuring impact and triangulation of learning)</b> Practice of skills. Final piece.  <b>Subject lead</b> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching		<b>Assessments (measuring impact and triangulation of learning)</b> Practice of skills. Final piece.  <b>Subject lead</b> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching	
<b>Enrichment</b>		<b>Enrichment</b>		<b>Enrichment</b>	

Year 2					
Unit 1 - Painting		Unit 2 - Textiles		Unit 3 - Collage	
Artist – <b>Monet</b>	Length: 6 Weeks	Artist – <b>Andy Goldworthy</b>	Length: 6 Weeks	Artist – <b>James Bartholomew</b>	Length: 6 Weeks
<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation.		<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation		<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation	
<b>Domains of Knowledge</b> 5. Knowledge (Factual) 6. Generating Ideas (Conceptual) 7. Making Skills (Procedural Knowledge) 8. Evaluation (Metacognition)		<b>Domains of knowledge</b> 5. Knowledge (Factual) 6. Generating Ideas (Conceptual) 7. Making Skills (Procedural Knowledge) 8. Evaluation (Metacognition)		<b>Domains of Knowledge</b> 5. Knowledge (Factual) 6. Generating Ideas (Conceptual) 7. Making Skills (Procedural Knowledge) 8. Evaluation (Metacognition)	
<b>Key Concepts</b> Painting Design Formal Elements – <b>Pattern, Tone, Shape, Colour</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks		<b>Key Concepts</b> Painting & Mixed Media Design Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – <b>Tone, Shape, Colour</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention		<b>Key Concepts</b> Other materials Design Craft Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – <b>Colour, Form, Line, Texture.</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention	
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<b>Enrichment</b>		<b>Enrichment</b>		<b>Enrichment</b>	

Year 3					
Unit 1 - Drawing		Unit 2 - Drawing and Collage		Unit 3 – Sculptor	
Artist – George Seurat	Length: 6 Weeks	Artist – Henri Rousseau	Length: 6 Weeks	Artist – Bernard Leach	Length: 6 Weeks
<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation.		<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation		<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation	
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<b>Key Concepts</b> Drawing Design Formal Elements – Colour, Texture, Line Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks		<b>Key Concepts</b> Other materials / Drawing Design Craft Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – Colour, Form, Line, Texture, Pattern, Shape. Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention		<b>Key Concepts</b> Painting & Mixed Media Sculptor Design Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – Texture, Form, Shape, Colour Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention	
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<b>Enrichment</b>		<b>Enrichment</b>		<b>Enrichment</b>	

Year 4					
Unit 1 - Drawing		Unit 2 - Sculptor		Unit 3 – Painting	
Artist – Elizabeth Scott (Architect)	Length: 6 Weeks	Artist – Henri Matisse	Length: 6 Weeks	Artist – JMW Turner	Length: 6 Weeks
<u>Lesson Structure:</u>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation.		<u>Lesson Structure:</u>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation		<u>Lesson Structure:</u>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation	
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<u>Key Concepts</u> Drawing Design Formal Elements – <b>Tone, texture, hatching.</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks		<u>Key Concepts</u> Painting & Mixed Media Sculptor Design Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – <b>Texture, Form, Shape, Colour, Line</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention		<u>Key Concepts</u> Other materials / Drawing Design Craft Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – <b>Colour, Line, Tone, Shape.</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention	
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<u>Assessments (measuring impact and triangulation of learning)</u> Practice of skills. Final piece.  <u>Subject lead</u> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching		<u>Assessments (measuring impact and triangulation of learning)</u> Practice of skills. Final piece.  <u>Subject lead</u> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching		<u>Assessments (measuring impact and triangulation of learning)</u> Practice of skills. Final piece.  <u>Subject lead</u> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching	
<u>Enrichment</u>		<u>Enrichment</u>		<u>Enrichment</u>	

Year 5					
Unit 1 - Drawing		Unit 2 - Sculptor		Unit 3 – Drawing	
Artist – Van Gogh	Length: 6 Weeks	Artist – Chris Gilmour and Daryl Wakelam	Length: 6 Weeks	Artist – Steven Wiltshire	Length: 6 Weeks
<u>Lesson Structure:</u>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation.		<u>Lesson Structure:</u>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation		<u>Lesson Structure:</u>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation	
<u>Domains of Knowledge</u> 17. Knowledge (Factual) 18. Generating Ideas (Conceptual) 19. Making Skills (Procedural Knowledge) 20. Evaluation (Metacognition)		<u>Domains of knowledge</u> 17. Knowledge (Factual) 18. Generating Ideas (Conceptual) 19. Making Skills (Procedural Knowledge) 20. Evaluation (Metacognition)		<u>Domains of Knowledge</u> 17. Knowledge (Factual) 18. Generating Ideas (Conceptual) 19. Making Skills (Procedural Knowledge) 20. Evaluation (Metacognition)	
<u>Key Concepts</u> Drawing Design Formal Elements – <b>Tone, Texture, Colour, Line.</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks		<u>Key Concepts</u> Painting & Mixed Media Sculptor Design Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – <b>Texture, Form, Shape, Colour, Line</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention		<u>Key Concepts</u> Drawing Design Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – <b>Colour, Line, Tone, Shape, Pattern.</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention	
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<u>Assessments (measuring impact and triangulation of learning)</u> Practice of skills. Final piece.  <u>Subject lead</u> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching		<u>Assessments (measuring impact and triangulation of learning)</u> Practice of skills. Final piece.  <u>Subject lead</u> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching		<u>Assessments (measuring impact and triangulation of learning)</u> Practice of skills. Final piece.  <u>Subject lead</u> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching	
<u>Enrichment</u>		<u>Enrichment</u>		<u>Enrichment</u>	



Year 6					
Unit 1 – Drawing and Painting		Unit 2 - Printmaking		Unit 3 – Digital Art	
Artist – <b>Frida Kahloe</b>	Length: 6 Weeks	Artist – <b>Andy Warhol</b>	Length: 6 Weeks	Artist – <b>David Hockney</b>	Length: 6 Weeks
<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation.		<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation		<b>Lesson Structure:</b>  Lesson 1: Explore the artist (Look at their work). Lesson 2: Practice any skill/s e.g. line, tone, shape, etc. Lesson 3: Practice piece of artwork. Lesson 4: Start your final piece. Lesson 5: Finish off your final piece. Lesson 6: Evaluation	
<b>Domains of Knowledge</b> 21. Knowledge (Factual) 22. Generating Ideas (Conceptual) 23. Making Skills (Procedural Knowledge) 24. Evaluation (Metacognition)		<b>Domains of knowledge</b> 21. Knowledge (Factual) 22. Generating Ideas (Conceptual) 23. Making Skills (Procedural Knowledge) 24. Evaluation (Metacognition)		<b>Domains of Knowledge</b> 21. Knowledge (Factual) 22. Generating Ideas (Conceptual) 23. Making Skills (Procedural Knowledge) 24. Evaluation (Metacognition)	
<b>Key Concepts</b> Drawing Painting Design Formal Elements – <b>Tone, Shape, Colour, Line.</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks		<b>Key Concepts</b> Painting & Mixed Media /Sculptor Design Craft Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – <b>Tone, Pattern, Shape, Colour, Line.</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention		<b>Key Concepts</b> Other media Design Craft Make choices & decisions Develop & share ideas. Experiences, Imagination. Sketchbooks Formal Elements – <b>Colour, Form, Line, Tone, Shape, Pattern.</b> Artists, Craftspeople, Designers Evaluate and Analyse own & others work Identify similarities and differences Increasing understanding of art purpose & intention	
<b>Relevant End Points Covered</b> 26. To become proficient and improve their mastery of art and design techniques such as; drawing, painting and other materials. 27. To produce creative work that explores their ideas, observations, experiences and imagination. 28. To learn about artists, craft makers and designers through history and understand the development of art forms. 29. To become proficient in knowing and applying formal elements. 30. Be able to evaluate and analyse their own and others work using artistic vocabulary.		<b>Relevant End Points Covered</b> 26. To become proficient and improve their mastery of art and design techniques such as; drawing, painting and other materials. 27. To produce creative work that explores their ideas, observations, experiences and imagination. 28. To learn about artists, craft makers and designers through history and understand the development of art forms. 29. To become proficient in knowing and applying formal elements. 30. Be able to evaluate and analyse their own and others work using artistic vocabulary.		<b>Relevant End Points Covered</b> 26. To become proficient and improve their mastery of art and design techniques such as; drawing, painting and other materials. 27. To produce creative work that explores their ideas, observations, experiences and imagination. 28. To learn about artists, craft makers and designers through history and understand the development of art forms. 29. To become proficient in knowing and applying formal elements. 30. Be able to evaluate and analyse their own and others work using artistic vocabulary.	
<b>Assessments (measuring impact and triangulation of learning)</b> Practice of skills. Final piece.  <b>Subject lead</b> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching		<b>Assessments (measuring impact and triangulation of learning)</b> Practice of skills. Final piece.  <b>Subject lead</b> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching		<b>Assessments (measuring impact and triangulation of learning)</b> Practice of skills. Final piece.  <b>Subject lead</b> Pupil voice Book monitoring Teacher voice Learning walks Instructional coaching	
<b>Enrichment</b>		<b>Enrichment</b>		<b>Enrichment</b>	

Lesson Structure Example:

Lesson 1 – Explore the Artist.	Lesson 2 – Practice the skill/s	Lesson 3 – Practice Piece of artwork	Lesson 4 & 5 – Final Piece (Save 1 or 2 copies for display).	Lesson 6 – Evaluation.
