St Bernadette's Catholic Primary Voluntary Academy Art and Design Medium Term Planning - KS1 Advent Term Cycle A - Disney Topic Drawing



Prior Learning

Year 1 Children's Prior Knowledge

EYFS

- Know how to hold a pencil using a pincer grip
- Be able to draw lines and shapes with good control

Year 2 Children's Prior Knowledge

EYFS

- Know how to hold a pencil using a pincer grip
- Be able to draw lines and shapes with good control

	Learning Objective	Activity	Key Knowledge (By the end of the lesson)		Vocabulary (Tier 3)
			Substantive	Disciplinary	
Lesson 1	L.O.4 To be able to know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work	Share the slides about Walt Disney and how his love of art became his career. Look at how drawing can be used to create animations Artist at work Steven Strong to visit the children and do a drawing demonstration and workshop with the children.	 Know that Walt Disney was an animator Know that animation is photographing drawings, models or puppets so they look like they are moving 	Draw by observing	drawing animation

	To draw Mickey Mouse.	Children to draw Mickey Mouse			
Lesson 2	L.O. 3 To be able to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space To learn about the characteristics of cartoon drawings	Learn about Brenda Banks. Compare characters drawn by Walt Disney with those drawn by Brenda Banks. Look at characteristics of cartoon drawings. - Children often have heads larger than the rest of the body measurements and adult-size eyes. - A hero usually has rounder facial and body features, while villains are often edgy and pointy. - Eyes and mouth express the character, his mood, intelligence and vibe. Create a double page spread about cartoon characters and their features. Annotate images.	Know that cartoon characters have exaggerated facial features.	Create a sketchbook page	Rounder Pointy edgy
Lesson 3	L.O. 3 To be able to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space To practise drawing head shapes and eyes	Focus on heads. Discuss how sometimes a character is looking straight on and sometimes they are looking sideways - profile view. Discuss what can be seen in a profile view. Look at images of cartoon heads. Look at the different head shapes In sketchbooks children, to draw different head shapes. Look at images of cartoon eyes. Discuss how eyes can portray personalities and emotions. In sketchbooks, children to draw different pairs of eyes.	Know that eyes can show how a character is feeling.	 Practise drawing head shapes Practise drawing eyes 	Profile view

Lesson 4	Art L.O. 2 To be able to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To practise drawing noes and mouths	Look at images of cartoon noses. In sketchbooks, children to draw different noses. Look at images of cartoon mouths. In sketchbooks, children to draw different mouths.		 Practise drawing noses Practise drawing mouths 	
Lesson 5	Art L.O. 2 To be able to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To develop sketches of cartoon portraits	Children to sketch a few character portraits trying out different features.	Know that a sketch is a rough drawing to record ideas.	Sketch some ideas for cartoon characters.	sketch
Lesson 6	L.O. 3 To be able to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space To draw a portrait of a cartoon character	Children to draw create a final portrait of a cartoon character.	Know that a final drawing will include more detail than a sketch	Draw a cartoon character	Portrait