

Arts & Crafts 2						
• What do we represent in art?						
	Unit introduction	Lesson 1	Lesson 2	Lesson 3	STEAM Challenge	Imagine and create
1. Jobs Page 5 Still images	Watch Play the game Draw your future job	How can we create patterns? Analyse: Abstract art Watch Create: Jobs book Illustration	How can we show sounds and movement in comics? Analyse: Motion lines and sound effects Create: Comic Comics	What are shots in photography? Analyse: Shots in photos Create: Practice taking different shots Photography	STEAM Challenge Be a paper plane engineer	Great work is to love what you do
2. Routines Page 15 Moving images	Watch Play the game Routines mind map	What are cartoons? Analyse: Cartoons Watch Create: Thaumatrope Cartoons	What is a low-angle and a high-angle shot? Analyse: Low-angle and high-angle shots Create: Draw things you can see, hear and touch Animation	What is communication? Analyse: The communicative process Create: Draw a film scene Filmmaking	STEAM Challenge Create an avatar	Look for magic in the daily routine
Page 25 Project. Learning situation 1 Help a sea creature						
3. Hobbies Page 27 2D: drawing and painting	Watch Play the game Draw yourself doing your favourite hobby	How can we use dots? Analyse: Sketches and dots Create: Colour the picture using dots Drawing	How can we use our senses to create art? Analyse: The senses: sight, sound and touch Create: Make a paintbrush with plants Painting	How can we show movement? Analyse: Find information on an art label Watch Create: Dancing person Mixed techniques	STEAM Challenge Colour mixing	Make each day your masterpiece
4. Food Page 37 3D: sculpture	Watch Play the game Make your favourite food with paper	What are textures? Analyse: Identify objects by touch Watch Create: Food textures Modelling	Can you create a sculpture using your imagination? Analyse: Colour, size and texture Create: Food sculptures Sculpture	What is an art installation? Analyse: Art installations Create: Class art installation Installation	STEAM Challenge Edible sculptures	Good food, good mood
Page 47 Project. Learning situation 2 Sport sculptures						
5. Clothes Page 49 Art in my world: design	Watch Find the differences Draw traditional costumes	What are abstract and figurative prints? Analyse: Abstract and figurative designs Watch Create: Print designs Printmaking	How can we colour prints for clothes? Analyse: Primary and secondary colours Create: Design T-shirts Graphic design	Why do we make posters? Analyse: Fashion posters Create: Design a fashion poster Visual communication	STEAM Challenge Newton's disc	Wear a smile
6. Places Page 59 Art in my world: architecture	Watch Complete the maze Complete the city map	Can we decorate buildings? Analyse: Colours and shapes in architecture Create: Decorate a model house Civil architecture	What are 3D shapes? Analyse: 3D shapes in architecture Watch Create: Make a model house Architecture	How do we make Land Art? Analyse: Symmetrical and asymmetrical Land Art Create: A land art design Land Art	STEAM Challenge Tower building	Art is everywhere
Page 69 Project. Learning situation 3 Bookmarks						

- 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