

Spring Term 1: Every Picture Paints a Story

Liz Osborne

	Week 1 12.1	Week 2 19.1	Week 3 26.1	Week 4 2.2	Week 5 9.2
Maths	Kandinsky - Shapes in Art LO: To know the properties of 2d shapes. Look at the Kandinsky painting ... Discuss what shapes the children can see. Remind chn of the names of common 2D shapes and discuss properties... e.g. corners. Chn play a game where they use a dice to select shapes and create their own Kandinsky drawing.	Kandinsky - Triangles LO: To know the properties of 2d shapes including triangles Discuss the different types of triangles found in Miro's paintings. Chn have a go at the NRICH task 'Nine-pin Triangles'. See types of triangle on Twinkl	Kandinsky - Exploring Angles LO: Recognise angles as a property of shape and to recognise right angles. Y4: Identify acute and obtuse angles Discuss the angles found in Kandinsky's art. Chn search for angles in the painting. Then create a piece of group art using masking tape on the floor in the hall. The chn then find and label the angles. Some chn can have a go at measuring angles. (Also discuss horizontal, vertical, parallel and perpendicular lines.)	Kandinsky Painting LO: To know the properties of 2d Shapes Chn create their own Kandinsky using shapes and angles. Can they name every shape in their painting. What information can they give?	The Maths in my Painting LO: To know the properties of 2d Shapes Chn create a mindmap around their painting explaining the 'maths' in their artwork. Play Nrich Games <i>What Shape?</i> and <i>Board Block Challenge</i> , to consolidate learning.
Art & DT	Exploring Miro Chn 'step into' a 3D version of Miro's painting guided by 'Miro' himself! Following this they create a group drawing by taking a line for a walk and then colouring in parts of the drawing with oil pastels.	Painting Miro Chn have a go at creating a painting inspired by the famous artist Jean Miro.	Kinetic Sculptures Chn explore the idea of kinetic sculpture by playing and making quick prototypes. They consider ways in which to make a sculpture inspired by Miro's work.	Kinetic Sculptures Children create their own kinetic sculpture inspired by Miro's painting using wire, willow and tissue paper.	Kinetic Sculptures Continue making kinetic sculptures.

Forest School	<p>The Three Little Pigs Read the story. Play a game where the chn split into wolves and pigs. The wolves chase the pigs and have to snatch their tails. Then swap.</p> <p>Activities...</p> <ul style="list-style-type: none"> • The Wolfs 'Reading Den' • Making homes of sticks straw, and stones. With toy pigs and wolves to retell the story. • Making a wolf's den hideout or a pigs house of sticks • Puppet 'theatre' 	<p>Jack and the Beanstalk Read story. Some sort of beanstalk trail. Play a giant game based on feed the eagles... Chn hide and have to steal golden eggs from the giant. Giant turns around when 'he' shouts "Fi fi fo fum, I smell the blood of an Englishman" then chn hide.</p> <p>Activities...</p> <ul style="list-style-type: none"> • Planting wild woodland plants/bulbs • Story Hunt... finding characters and objects from the story LO • Making clay giants in the trees LO 	<p>The Gingerbread Man On walk up to Woods have lots of 'missing posters' dotted on lamp posts etc. When they get to the entrance to first field introduce the activity... Gingerbread man is Missing. Tell chn where he was last seen. Chn have to go to these points and search for clues as to his whereabouts.</p>	<p>Little Red Riding Hood Read The Wolf Story.</p> <p>Activities...</p> <ul style="list-style-type: none"> • Woodsman skills – Collecting wood and peeling sticks JP • Tracking with symbols JP • Wolf Café – chalk board menu and menus for the chn to invent. Chn make wolf stew etc using mud, water, pinecones LO • The Wolf's Reading Den 	<p>Each Peach Pear Plum Read story.</p> <p>Activities...</p> <ul style="list-style-type: none"> • Character Hunt in the Woods LO • Pulley system using buckets and water – measuring volume JP • Making Bows and Arrows and quivers, set up target. LO • Rhyming Cuplets LO
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