

<b>Art &amp; Design</b> <b>Investigating&amp;Realising</b>	<b>THEME : Murals</b> Painting	<b>Class :</b> <b>Date :</b> 00/00/03 <b>Dur :</b> 1 hr
<b>KEY EXPERIENCES</b>  Investigating and responding to a stimulus  Using the visual elements  Using materials, tools and processes to realise ideas and intentions  Appreciating the work of artists, designers, and craftworkers  Evaluating work	<b>LEARNING OBJECTIVES</b> <ul style="list-style-type: none"> <li>• To explore associations and symbolism of colours</li> <li>• To develop ideas for panels</li> <li>• To understand basic principles of composition</li> <li>• To develop ideas for final composition</li> </ul>	
<b>KEY SKILLS</b>	<b>TEACHING SEQUENCE</b>  Colour game – to explore associations with colours – use words from previous discussions – explore reasons for choices. Show examples of murals where colour is an important element. Recap on themes of mural and individual panels. Discuss mood and possible colour schemes.  In groups look at images gathered – brainstorm ideas for panel, consider colour and composition– begin with large shapes, getting smaller.  Each group brings ideas to table to discuss, get feedback and ideas from rest of the class. Class discussion on how to link panels together.  Develop ideas sketches and final composition. Discuss with group doing panel next to yours	
<b>VOCABULARY</b>	<b>HOMEWORK</b> Visual research – drawing or taking photos.	
<b>CONTEXTUAL</b>  Murals where colour is an important element	<b>MATERIALS, TOOLS, PROCESSES</b>  Drawing materials	<b>HEALTH &amp; SAFETY</b>
<b>CCT'S</b>  Education for Mutual Understanding Cultural Heritage	<b>ASSESSMENT FOCUS</b>	<b>PREPARATION</b>  Colours and words for colour game