

Scope and Sequence

	CONTENTS	OBSERVE
A LONG, LONG TIME AGO	<ul style="list-style-type: none"> • The human figure • Drawing animals • Volume • Use of a grid • Fine art techniques: drawing and painting • Color technique and application • Shape: proportion and measurement • Color technique and application • Texture in everyday objects • Introduction to technical drawing 	<ul style="list-style-type: none"> • Study of the posture of the human figure • Analysis of the geometric properties of the human body and objects • Study of shading using a grid • Analysis of a cave painting • Observation of color variation (tone, blending, and shading) • Experimentation with visual textures
GREEKS AND ROMANS	<ul style="list-style-type: none"> • The human figure • The human figure in movement • Symmetry in the human face • Architectural elements • Floorplans and elevation • Cultural heritage: artists and their works • Color and shading • Perspective • Introduction to technical drawing 	<ul style="list-style-type: none"> • Analysis of classical sculpture • The human figure in movement • Design and creation of works of art • Observation of various architectural works • Gradual acquisition of aesthetic criteria • Introduction to the use of drawing implements to represent architectural works
CASTLES AND TOURNAMENTS	<ul style="list-style-type: none"> • Landscapes • Interiors • Perspective and vanishing lines • The effect of light • Color theory • Symmetry • Use of a grid • Free expression • Introduction to technical drawing 	<ul style="list-style-type: none"> • Composition of different environments • Study of diversity in landscapes and interiors • Color expression: tone and range • Analysis of geometric properties of the human body and objects • Exploration of various ways to represent space • Study of objects from distinct angles and perspectives • Spontaneous artistic expression

EXPRESS AND CREATE	LINGUISTIC COMPETENCE
<ul style="list-style-type: none"> • Use of basic concept of scale for representational purposes • Use of ovals to represent animals • Use of color combinations and exploration for expressive and aesthetic purposes • Development of skills in correct use of drawing implements • Use of technical drawing implements • Creation of three-dimensional landscape 	<ul style="list-style-type: none"> • Vocabulary: verbs for movement and everyday activities; parts of prehistoric animals; types of shops; geometric shapes and lines; plants: vine, seed, root, etc. • Structures: simple present and past tenses; <i>Wh</i>-questions, comparative and superlative, used to for past habitual action, <i>as/like</i> for comparisons • Readings and listenings: Dinosaur Hunt; Tongue Twisters: initial /s/, /th/, and /v/
<ul style="list-style-type: none"> • Use of basic concept of scale for representational purposes • Use of color combinations and exploration for expressive and aesthetic purposes • Tracing geometric shapes • Development of skills in correct use of drawing implements • Use of technical drawing implements • Development of two-dimensional fine art techniques 	<ul style="list-style-type: none"> • Vocabulary: architectural terms; onomatopoeic terms; facial features • Structures: Block 1 structures; irregular past tense verbs, <i>more/less</i> for comparisons; gerund noun phrases; prepositional phrases of location • Readings and listenings: The Story of Hercules; The Fox and the Leopard
<ul style="list-style-type: none"> • Use of basic concept of scale for representational purposes • Use of color combination and exploration for expressive and aesthetic purposes • Use of basic drawing techniques to create light effects • Development of skills in correct use of drawing implements • Use of technical drawing tools • Creation of three-dimensional scene 	<ul style="list-style-type: none"> • Vocabulary: medieval decoration, construction, food, and attire; adjectives to describe personal qualities • Structures: Block 1 and 2 structures • Readings and listenings: Windsor Castle; The King's Banquet