Example of a 2-year overview based on selected visual arts processes/media

This is a process/media-based overview where drawing and painting are seen as core activities to be covered in both odd and even years.

Drawing	Painting	Collage	Modelling/Carving/Casting	Fabric and Fibre
Using a range of drawing materials:	 Painting Using a range of: paints e.g., tempera, acrylic watercolour, dye painting tools e.g., brushes, card, sponges, rollers, etc. painting surfaces e.g., paper, card, hessian, canvas, hardboard, 3D forms etc. styles e.g., impressionist, pointallism, cubist etc. genres still-life, potraiture landscape, seascape etc. techniques blending, underpainting, drybrush, overpainting, detailing, limited palette etc. 	• Using a range of papers: - torn paper - cut paper - magazine pages - made papers - commercial papers - tissues - corrugated card • Using other materials: - natural materials - fabric • Using different techniques: - flat collage - relief (raised) pictures - mosaics	Modelling/Carving/Casting Dough/clay - relief tiles - 3D models/ sculptures - pinch pots, coiled, slabs Papier mâché - paper strips, paper pulp - relief - applying over 3D armatures Casting - plaster Carving - clay - wood	Fabric and Fibre Weaving - paper - card/ frame looms - using a range of fibres (e.g., flax, wool, raffia) - tukutuku, taniko, plaiting Stitchery - simple embroidered stitches - sewn collage/ applique Fabric - painting and drawing onto fabric - batik - printing onto fabric- block prints/ screen prints - dyeing fabric - soft sculpture - wearable arts/ personal adornment e.g., jewellery

	Printmaking	Construction/Assemblage	Design/Graphic Processes Photography/Video Computer Generated Art		
	- stamp/leaf prints - polystyrene/biro - PVA, string - monoprints - card/collage relief - screen prints - lino/ wood cuts, single colour and multi colour - bamboo etching - repeated patterns (e.g., tapa, fabric design, border patterns etc.)	Using: - paper - card/ corrugated card - junk /boxes - rolled paper - natural materials - wood - wire - cane Creating armatures for kites, masks, totems vehicle/animals etc. Puppets Mobiles Dioramas	 Design and make e.g., tools, toys, containers, furniture etc. Graphic processes, including signs, symbols, emblems, banners etc. Cartoon strips, story boards Flip books Computer slide show Computer art Video 		
Drawing to develop ideas and gather information					

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