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| 2. ART IN MOVEMENT | Alexander Calder <ul style="list-style-type: none"> Kinetic sculpture: mobiles and stables. Thinking routine: 3-2-1 Bridge | Visual balance <ul style="list-style-type: none"> The importance of colours and forms. | Geometric figures <ul style="list-style-type: none"> Geometric outlines of figures in circumferences. | Mobiles <ul style="list-style-type: none"> Experimentation: Building mobiles from geometric shapes. | Recreation of the school as a tribute to Calder | <ul style="list-style-type: none"> Conscience and cultural competence Learning how to learn competence Mathematical, Science and Technology competence |
| TEAMWORK: Welcome, Christmas! | | | | Cooperative technique: Three-minute review | | |
| 3. ACTION PAINTING | Jackson Pollock <ul style="list-style-type: none"> Analysis and appreciation of his work: <i>Action Painting</i>. Thinking routine: See-Think-Wonder | Dots, lines, patches <ul style="list-style-type: none"> Expressive potential of dots, lines and patches. | «Pollock» universe <ul style="list-style-type: none"> Recreating the work of Pollock. | Painting with patches <ul style="list-style-type: none"> Experimenting with pictorial techniques: Painting with patches. | Printing T-shirts in the style of "Pollock" | <ul style="list-style-type: none"> Conscience and cultural competence Linguistic communication competence Social and citizen competence |
| 4. ON SCREEN | Digital artists <ul style="list-style-type: none"> A new era of artists: producing videogames. Thinking routine: Ten times two | Digital images <ul style="list-style-type: none"> Images in new technologies: technological tools. | Storyboard <ul style="list-style-type: none"> Designing storyboards for audiovisual editing. | Photography <ul style="list-style-type: none"> Composition of scenes for videogames using the GIMP programme. | Our on-screen idols: characterization using GIMP | <ul style="list-style-type: none"> Conscience and cultural competence Initiative and entrepreneur competence Digital competence |
| TEAMWORK: Audiovisual parade | | | | Cooperative technique: The Jigsaw classroom | | |



5. MENINAS

Diego Velázquez

- Analysis and appreciation of his work: court painting.
- Thinking skill: Compare and contrast

Las Meninas

- The composition of the painting *Las Meninas*: setting and characters.

Royal portraits

- Personal recreation of the portrait of the *Infanta Margarita*.

Collage

- Making *meninas* using the collage technique.

Recreating Velázquez: *Las Meninas* in our classroom

- **Conscience and cultural competence**
- **Initiative and entrepreneur competence**
- **Social and citizen competence**

6. ARTDVERTISING

Art and advertising

- Artwork as a resource for advertising images.
- Thinking routine: Ten times two

Advertising formats

- Backing for images in advertising: labels, printed adverts, flyers, TV...

Logos

- Functionality and features of logos as brand images.

Packaging

- Making containers using templates with geometric bodies.

Our class on TV: shooting advertisements

- **Conscience and cultural competence**
- **Linguistic communication competence**
- **Mathematical, Science and Technology competence**

TEAMWORK: Travelling the seas

Cooperative technique: Structure 1-2-4