



Skills

- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- Improve mastery of art and design techniques with a wide range of materials (eg pencil, charcoal, paint and clay)

Vocabulary

- Use correct artistic vocab: primary colour, secondary colour, tone, tint, shade, pattern, print, texture, line, shape, space, sketch, light, dark and shadow
- **As Key Stage 1 plus:**
 - Brush technique, mouldable, tessellation, mosaic, montage, replicate, perspective, tactile, realistic, impressionistic

Significant Artists

- Know about the work of a range of artists, craft makers and designers.
- Describe differences and similarities and make links to own work
- Know about great artists, architects and designers in history.
- Communicate ideas and comment on artworks using artistic language

Media & Materials

- Use a range of materials creatively to design and make products.
- Use drawing, painting and sculpture to develop and share ideas, experiences and imagination
- Build on Key Stage 1 to include: painting, drawing, sculpture, collage, print, textiles and digital media.
- Create sketch books to record and revisit observations

Teacher Guidance

Range of opportunities for Inter-curricular links, eg

Maths: In pencil, draw lines of different length and thickness

Guided Reading: Inferring about artworks

English: Biographies about famous artists, architects and designers

History: Comparing art and design through different eras

Skills development in painting

Use a variety of thick and thin brushes to produce lines, shapes, textures and patterns; mix colours to make secondary colours; add white to make tints and black to make tones; create colour wheels; use watercolours to produce washes for backgrounds; experiment with using colours to suggest mood; combine colours, tones and tints to enhance mood of a piece; develop a personal style, drawing upon work of other artists for inspiration

Skills development in drawing

Draw lines of different lengths and thickness; colour work neatly; show pattern using dots and lines; use a range of pencils (with varying levels of hardness) to create different effects; sketch lightly; use shading to show light and shadow; use hatching to show tone and texture; use a range of techniques to show effect, movement, perspective and reflection; develop a personal style, drawing upon work of other artists for inspiration

Skills development in collage

Sort, arrange and use a range of materials that are cut, torn and glued; mix materials to create texture; use coiling, overlapping and montage; consider the effect of chosen materials and techniques; use mosaic and montage; ensure work is precise; combine visual and tactile qualities to best effect

Skills development in sculpture

Use rolled-up paper, straws, card and clay; use techniques such as rolling, cutting, moulding and carving; create and combine shapes to make recognisable shapes; include texture that conveys feelings, expression or movement; add materials to provide detail; refine use of tools; combine visual and tactile qualities; use frameworks (wire or moulds) to provide stability and form

Skills development in print

Use repeat or overlapping shapes; use objects to create prints; press, roll, rub and stomp; recreate print from environment eg wrapping paper, wallpaper; use layers of two or more colours; make printing blocks eg from coiled string on card; make precise repeating patterns with accurate pattern and fine detail

Skills development in textiles

Weave and join materials (glue or stitch); use plaiting and dip-dye techniques; shape and stitch materials using basic cross and back-stitch; show precision; choose from a range of stitching techniques

Skills development in digital media

Use a wide range of tools to create different lines, colours, shapes, tones and textures; create images, video and sound recordings; enhance digital media by editing including sound, video, animation, still images and installations