



Art and Design Curriculum (Two Year Programme of Study)

Generic Skills

To produce creative work, exploring their ideas and recording their experiences

**To know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms
(on-going throughout Year A and Year B)**

	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
	<p>Record and explore ideas from first hand observations</p> <p>Ask and answer questions about the starting points for their work</p> <p>Develop their ideas – try things out, change their minds</p> <p>Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.</p> <p>Review what they and others have done and say what they think and feel about it.</p> <p>Identify what they might change in their current work or develop in future work</p>	<p>Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.</p> <p>Question and make thoughtful observations about starting points and select ideas to use in their work.</p> <p>Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.</p> <p>Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</p> <p>Adapt their work according to their views and describe how they might develop it further.</p> <p>Annotate work in sketchbook.</p>	<p>Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.</p> <p>Question and make thoughtful observations about starting points and select ideas to use in their work.</p> <p>Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.</p> <p>Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</p> <p>Adapt their work according to their views and describe how they might develop it further.</p> <p>Annotate work in sketchbook</p>

Aim	KEY STAGE 1	LOWER KEY STAGE 2	UPPER KEY STAGE 2
<p>Drawing</p> <p>To become proficient in drawing</p> <p>To evaluate and analyse creative works using the language of art, craft and design</p>	<p><u>YEAR A</u></p> <p>Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk Control the types of marks made with the range of media <i>Lines and marks</i></p> <p>Name, match and draw lines/marks from observations. Draw on different surfaces with a range of media.</p>	<p><u>YEAR A</u></p> <p>Experiment with ways in which surface detail can be added to drawings. Use sketchbooks to collect and record visual information from different sources. Draw for a sustained period of time at an appropriate level. <u>Lines and Marks</u> Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc. Experiment with different grades of pencil and other implements to create lines and marks</p>	<p><u>YEAR A</u></p> <p>Work from a variety of sources including observation, photographs and digital images. Work in a sustained and independent way to create a detailed drawing. Develop close observation skills using a variety of view finders. Use a sketchbook to collect and develop ideas. <u>Lines, Marks, Tone, Form & Texture</u> Use dry media to make different marks, lines, patterns and shapes within a drawing. Experiment with wet media to make different marks, lines, patterns, textures and shapes. Explore colour mixing and blending techniques with coloured pencils. Use different techniques for different purposes i.e. shading, hatching within their own work. Start to develop their own style using tonal contrast and mixed media</p>
	<p><u>YEAR B</u></p> <p><i>Shape</i> Observe and draw shapes from observations. Draw shapes in between objects <i>Tone</i> Investigate tone by drawing light/dark lines, light/dark patterns, light dark shapes etc. <i>Texture</i> Investigate textures by describing, naming, rubbing, copying.</p>	<p><u>YEAR B</u></p> <p><i>Form and Shape</i> Experiment with different grades of pencil and other implements to draw different forms and shapes. Begin to show an awareness of objects having a third dimension. <i>Tone</i> Experiment with different grades of pencil and other implements to achieve variations in tone. Apply tone in a drawing in a simple way. <i>Texture</i> Create textures with a wide range of drawing implements. Apply a simple use of pattern and texture in a drawing.</p>	<p><u>YEAR B</u></p> <p><i>Perspective and Composition</i> Begin to use simple perspective in their work using a single focal point and horizon. Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. Show an awareness of how paintings are created ie. Composition</p>

Aim	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
<p>Painting</p> <p>To become proficient in painting</p> <p>To evaluate and analyse creative works using the language of art, craft and design</p>	<p><u>YEAR A</u></p> <p>Use a variety of tools and techniques including different brush sizes and types</p> <p><i>Colour</i></p> <p>Identify primary colours by name</p> <p>Mix primary shades and tones</p> <p><i>Texture</i></p> <p>Create textured paint by adding sand, plaster</p>	<p><u>YEAR A</u></p> <p>Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects</p> <p>Work on a range of scales e.g. thin brush on small picture etc.</p> <p>Create different effects and textures with paint according to what they need for the task.</p>	<p><u>YEAR A</u></p> <p>Develop a painting from a drawing</p> <p>Carry out preliminary studies, trying out different media and materials and mixing appropriate colours</p> <p>Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music</p>
	<p><u>YEAR B</u></p> <p>Mix and match colours to artefacts and objects</p> <p>Experiment with tools and techniques e.g. layering, mixing media, scrapping through</p> <p>Name different types of paint and their properties</p>	<p><u>YEAR B</u></p> <p><i>Colour</i></p> <p>Mix colours and know which primary colours make secondary colours</p> <p>Use more specific colour language</p> <p>Mix and use tints and shades</p>	<p><u>YEAR B</u></p> <p><i>Colour</i></p> <p>Mix and match colours to create atmosphere and light effects</p> <p>Be able to identify primary secondary, complementary and contrasting colours</p> <p>Work with complementary colours</p>

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<p>Printing</p> <p>To become proficient in printing</p> <p>To evaluate and analyse creative works using the language of art, craft and design</p>	<p><u>YEAR A</u></p> <p>Print with a range of hard and soft materials e.g. corks, pen barrels, sponge</p> <p>Roll printing ink over found objects to create patterns e.g. plastic mesh, stencil.</p> <p>Texture</p> <p>Make rubbings to collect textures and patterns</p>	<p><u>YEAR A</u></p> <p>Create printing blocks using a relief or impressed method</p>	<p><u>YEAR A</u></p> <p>Create printing blocks by simplifying an initial sketch book idea</p> <p>Use relief or impressed method</p> <p>Create prints with three overlays</p>
	<p><u>YEAR B</u></p> <p>Build repeating patterns and recognise pattern in the environment</p> <p>Design more repetitive patterns</p> <p>Colour</p> <p>Experiment with overprinting motifs and colour</p>	<p><u>YEAR B</u></p> <p>Create repeating patterns</p> <p>Print with two colour overlays</p>	<p><u>YEAR B</u></p> <p>Work into prints with a range of media e.g. pens, colour pens and paints</p>

AIM	KEY STAGE 1	KEY STAGE 2	KEY STAGE 2
Textiles To become proficient in craft and design techniques To evaluate and analyse creative works using the language of art, craft and design	<u>YEAR A</u> Match and sort fabrics and threads for colour, texture, length, size and shape Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting Create and use dyes i.e. onion skins, tea,	<u>YEAR A</u> Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects Match the tool to the material	<u>YEAR A</u> Use fabrics to create 3D structures Use different grades of threads and needles Experiment with batik techniques
	<u>YEAR B</u> Cut and shape fabric using scissors/snips Apply shapes with glue or by stitching Apply decoration using beads, buttons, feathers etc coffee Texture Create fabrics by weaving materials i.e. grass through twigs	<u>YEAR B</u> Develop skills in stitching, cutting and joining Experiment with paste resist.	<u>YEAR B</u> Experiment with a range of media to overlap and layer creating interesting colours and textures and effects
AIM	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
3D and Sculpture To become proficient in sculpture To evaluate and analyse	<u>YEAR A</u> Manipulate malleable materials in a variety of ways including rolling and kneading Explore sculpture with a range of malleable media Manipulate malleable materials for a	<u>YEAR A</u> Plan, design and make models from observation or imagination Join clay adequately and construct a simple base for extending and modelling other shapes	<u>YEAR A</u> Shape, form, model and construct from observation or imagination Use recycled, natural and man-made materials to create sculptures

creative works using the language of art, craft and design	purpose, e.g. pot, tile Understand the safety and basic care of materials and tools		
	<u>YEAR B</u> Experiment with constructing and joining recycled, natural and manmade materials Use simple 2-D shapes to create a 3-D form Texture Change the surface of a malleable material e.g. build a textured tile	<u>YEAR B</u> Create surface patterns and textures in a malleable material Use papier mache to create a simple 3D object	<u>YEAR B</u> Plan a sculpture through drawing and other preparatory work Develop skills in using clay inc. slabs, coils, slips, etc Produce intricate patterns and textures in a malleable media
AIM	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
COLLAGE To become proficient in craft and design techniques To evaluate and analyse creative works using the language of art, craft and	<u>YEAR A</u> Create images from a variety of media e.g. photocopies material, fabric, crepe paper , magazines etc Arrange and glue materials to different backgrounds Sort and group materials for different purposes e.g. colour texture Fold, crumple, tear and overlap papers Work on different scales	<u>YEAR A</u> Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures	<u>YEAR A</u> Add collage to a painted, printed or drawn background Use a range of media to create collages

design	<u>YEAR B</u> Collect, sort, name match colours appropriate for an image Shape Create and arrange shapes appropriately Texture Create, select and use textured paper for an image	<u>YEAR B</u> Use collage as a means of collecting ideas and information and building a visual vocabulary	<u>YEAR B</u> Use different techniques, colours and textures etc when designing and making pieces of work Use collage as a means of extending work from initial ideas
AIM	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
Digital Media To become proficient in craft and design techniques To evaluate and analyse creative works using the language of art, craft and design	<u>Year A</u> Explore ideas using digital sources i.e. internet, CD-ROMs Record visual information using digital cameras, video recorders	<u>Year A</u> Record and collect visual information using digital cameras and video recorders Present recorded visual images using software e.g. Photostory, PowerPoint	<u>Year A</u> Record, collect and store visual information using digital cameras, video recorders Present recorded visual images using software e.g. Photostory, PowerPoint
	<u>Year B</u> Use a simple graphics package to create images and effects with Lines by changing the size of brushes in response to ideas Shapes using eraser, shape and fill tools Colours and Texture using simple filters to manipulate and create images Use basic selection and cropping tools	<u>Year B</u> Use a graphics package to create images and effects with; <u>Lines</u> by controlling the brush tool with increased precision Changing the type of brush to an appropriate style e.g. charcoal Create <u>shapes</u> by making selections to cut, duplicate and repeat Experiment with <u>colours and textures</u> by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose	<u>Year B</u> Use a graphics package to create and manipulate new images Be able to Import an image (scanned, retrieved, taken) into a graphics package Understand that a digital image is created by layering Create layered images from original ideas (sketch books etc.)