



### National Curriculum

To use a range of materials creatively to design and make products

To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To develop a wide range of art and design techniques in using colour, pattern, texture, line, shapes , form and space

About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practises and disciplines, and making links to their own work.

#### Drawing

#### Sculpture

#### Printing

Exploring and Developing Ideas  
Key Artists

Record and explore ideas from first hand observations  
Ask and answer questions about the starting points for their work  
Develop their ideas- try things out, change their minds  
Explore the work of artists, crafts people and designers from different times and cultures for differences and similarities

Skills

#### Sketch Books

-Experiment with pencils, rubbers, pastels, charcoal, ballpoints  
-Control the types of marks made with the range of media.

#### Lines and Marks

-Name and draw a variety of lines including straight, curved, wavy, spirals, continuous lines

#### Form and Shape

Know how shapes can be joined together to create an image.

#### Tone

Know how to use a pencil to create lighter and darker lines.

#### Texture

Draw on different surfaces with a range of media and discuss the similarities and differences in textures.

-Manipulate malleable materials in a variety of ways including rolling and kneading.  
-Explore sculpture with a range of malleable media  
-Manipulate malleable material for a purpose (eg tile/pot)  
-Understand the basic care of materials and tools.  
-Experiment with constructing and joining recycled, naturals and manmade materials.  
-Use simple 2D shapes to create a 3D form.  
-Change the surface of a malleable material eg build a textured tile.

Max Ernst 'frottage'-rubblings from uneven surfaces.

-Print with a range of hard and soft materials. Eg corks, pen barrels, sponge  
-Make rubbings to collect textures and patterns.  
-Make simple marks on rollers and printing palettes.  
-Roll printing ink over found objects to create patterns. Eg plastic, mesh, stencils  
-Build repeating patterns and recognise pattern in the environment  
-Create simple printing blocks with press print.

Evaluating & Developing Work

Express clear preferences and give some reasons for these using some basic language of art

Art Days

Frank Stella

Painting

Collage