



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