

# What do you know? Art



<b>Year 1</b>
Use simple techniques (moulding, coiling, cutting) to create 3d sculptures
Know how to use IT to create a picture
Know how to show how people feel in drawings
Know how to use pencils to create lines of different thickness in drawings
Identify primary and secondary colours
Know how to create a repeating pattern in print
Describe what can be seen and give an opinion about the work of an artist
Ask questions about a piece of art
Uses a sketchbook with guidance and to evaluate own ideas and outcomes
<b>Year 2</b>
Know how to make a clay pot
Join two clay finger pots together
Create a printed piece of art by pressing, rolling, rubbing and stamping.
Choose and use three different grades of pencil when drawing
Know how to use a viewfinder to focus on a specific part of an artefact before drawing it
Know how to use charcoal, pencil and pastel to create art
Mix paint to create all the secondary colours
Know how to create brown with paint
Know how to create tints with paint by adding white
Know how to create tones with paint by adding black
Know how to create a piece of art in response to the work of another artist
Suggest how artists have used colour, pattern and shape
Uses a sketchbook with guidance and to evaluate own ideas and outcomes
<b>Year 3</b>
Know how to use different grades of pencil to shade and to show different tones and textures
Know how to explore drawing to develop composition ideas
Know how to create a background using a wash
Know how to use a range of brushes to create different effects in painting
Know how to use sketches to produce a final piece of art
Know how to use digital images and combine with other media
Know how to use IT to create art which includes their own work and that of others
Know how to describe what can be seen and give an opinion
Know a range of great artists and designers and talks confidently about prior knowledge
Know how to use a sketch book to build and explore ideas
Use sketchbooks evaluate own ideas and outcomes
<b>Year 4</b>
Know how to show mood and body language when representing figures in sketches
Know how to use marks and lines to show texture in art
Use sketchbook to record and improve ideas
Use photographs to help create reflections
Know how to integrate digital images into artwork
Know how to sculpt clay and other mouldable materials

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Experiment with the styles used by other artists
Explain some of the features of art from historical periods drawing on own knowledge
<b>Year 5</b>
Know how to use shading for effect including develop ideas in mood and feeling
Draws objects and use marks and lines to produce texture
Know how to organise line, tone, shape and colour to represent figures and forms in movement
Know how to express emotion in art
Experiment with shading to create mood and feeling
Experiment with media to create emotion in art
Know how to use images created, scanned and found; altering them where necessary to create art
Know a range of great artists, designers & architects and their historical/cultural importance
Can make links between their own and other artists' work
<b>Year 6</b>
Knows how to use drawing techniques effectively to create sketches and more detailed studies
Use a full range of pencils, charcoal or pastels when creating a piece of observational art
Know how to overprint to create different patterns
Create an accurate print design following a given criteria
Improve design techniques in sculpting
Can create 3d sculptures that show consideration of proportion and scale
Can explain the style of art used and how it has been influenced by a famous artist
Can understand why art can be very abstract and what message the artist is trying to convey
Uses the sketchbook as a tool to practise, review, adapt and develop a range of ideas
Use sketch books to critically evaluate own ideas