



# Art & Design - KS2

At Our Lady & St Benedict's we believe that by providing an 'Arts Rich Curriculum' we can contribute to the quality of our children's lives, both within and beyond school. We understand that the purpose of Art and Design education is to give pupils the skills, concepts and knowledge necessary for them to express their responses to ideas and experiences in a visual or tactile form. Pupils should be taught to develop their techniques with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. They should be encouraged to record their observations and use them to review and revisit ideas in sketchbooks. Pupils should be encouraged to improve their mastery of art and design techniques with opportunities to use a range of materials. Pupils will study a range of great artists, architects and designers in history.

Year 3	Year 4	Year 5	Year 6
<b>Skills</b>			
<p style="text-align: center;"><b><u>Drawing</u></b></p> <p>Use different grades of pencil to shade and show different tones and textures. Know how to explore drawing to develop composition ideas.</p>	<p style="text-align: center;"><b><u>Drawing</u></b></p> <p>Know how to use marks and lines to show texture in art. Know how to show mood and body language when representing figures in sketches.</p>	<p style="text-align: center;"><b><u>Drawing</u></b></p> <p>Knows how to use expressive techniques in drawing and painting. Draw objects and use marks and lines to produce texture. Can confidently experiment by using a range of marks and lines to produce texture. Know how to use shading for effect including develop ideas in mood and feeling.</p>	<p style="text-align: center;"><b><u>Drawing</u></b></p> <p>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.</p>
<p style="text-align: center;"><b><u>Painting</u></b></p> <p>Know how to create a background using a wash.</p>	<p style="text-align: center;"><b><u>Digital Art</u></b></p> <p>Know how to integrate digital images into artwork. Use photographs to help create reflections.</p>	<p style="text-align: center;"><b><u>Painting</u></b></p> <p>Know how to organise line, tone, shape &amp; colour to represent forms in movement.</p>	<p style="text-align: center;"><b><u>Printing</u></b></p> <p>Know how to overprint to create different patterns. Create an accurate print design following a given criteria.</p>

Use a range of brushes to create different effects in painting.			
<b><u>Digital Art</u></b> Know how to use digital images and combine with other media. Use IT to create art which includes their own work and that of others.	<b><u>Sculpture</u></b> Know how to use marks and lines to show texture in art. Know how to sculpt clay & other mouldable materials.	<b><u>Digital Art</u></b> Experiment with media to create emotion in art. Know how to use images created, scanned and found; altering them where necessary to create art.	<b><u>Sculpture</u></b> Improve design techniques in sculpting. Can create 3d sculptures that show consideration of proportion and scale.

**Study of Great Artists**

Know a range of great artists and designers and talks confidently about prior knowledge. Know how to describe what can be seen and give an opinion. Know about the work of an artist and compare to others that they know.  <u>Planned artists:</u> Paul Cézanne John Constable David Hockney Banksy	Experiment with the styles used by other artists. Explain some of the features of art from historical periods drawing on own knowledge.  <u>Planned artists:</u> Picasso David McLeod Royal Doulton	Know a range of great artists, designers & architects and their historical/cultural importance. Can make links between their own and other artists' work.  <u>Planned artists:</u> Arthur Berry Vincent Van Gough Harold Feinstein	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.  <u>Planned artists:</u> Sid Kirkham Hokusai's Stoke-On-Trent Duck Project (SMW)
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**Using Sketchbooks**

Know how to use a sketch book to build and explore ideas.	Use sketchbook to record and improve ideas	Uses the sketchbook as a tool to practise, review, adapt and develop and evaluate outcome.	Uses the sketchbook as a tool to practise, review, adapt and develop a range of ideas.
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Use sketchbooks evaluate own ideas and outcomes.		Know how to use sketches to produce a final piece of art.	Use sketch books to critically evaluate own ideas.
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