



ART

Year A: Spring Term 3

Years 1&2 Milestone 1	Years 3&4 Milestone 2	Years 5&6 Milestone 3
<p>To develop ideas</p> <ul style="list-style-type: none"> • Explore different methods and materials as ideas develop <p><u>TEXTILES- TECHNIQUES</u></p> <ul style="list-style-type: none"> • Use plaiting. • Use dip dye techniques. • Use weaving to create a pattern. • Join materials using glue and/or a stitch. 	<p>To develop ideas</p> <ul style="list-style-type: none"> • Comment on artworks using visual language. <p><u>TEXTILES- TECHNIQUES</u></p> <ul style="list-style-type: none"> • Colour fabric. • Quilt, pad and gather fabric. • Shape and stitch materials. • Use basic cross stitch and back stitch. • Create weavings. 	<p>To develop ideas</p> <ul style="list-style-type: none"> • Comment on artworks with a fluent grasp of visual language. <p><u>TEXTILES- TECHNIQUES</u></p> <ul style="list-style-type: none"> • Show precision in techniques. (Of Milestone 1 and 2.) • Choose from a range of stitching techniques. • Combine previously learned techniques to create pieces.

Year B: Spring Term 3

Years 1&2 Milestone 1	Years 3&4 Milestone 2	Years 5&6 Milestone 3
<p>To develop ideas</p> <ul style="list-style-type: none"> • Explore ideas and collect visual information. <p><u>SCULPTURE- TECHNIQUES</u></p> <ul style="list-style-type: none"> • Use a combination of shapes. • Include lines and texture. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving. <p>To develop ideas</p>	<p>To develop ideas</p> <ul style="list-style-type: none"> • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. <p><u>SCULPTURE- TECHNIQUES</u></p> <ul style="list-style-type: none"> • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Include texture that conveys feelings, expression or movement. • Use clay and other mouldable materials. • Add materials to provide interesting detail. <p>To develop ideas</p>	<p>To develop ideas</p> <ul style="list-style-type: none"> • Use the qualities of materials to enhance ideas. • Spot the potential in unexpected results as work progresses. <p><u>SCULPTURE- TECHNIQUES</u></p> <ul style="list-style-type: none"> • Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. • Use tools to carve and add shapes, texture and pattern. • Combine visual and tactile qualities. • Use frameworks (such as wire or



<ul style="list-style-type: none"> • Respond to ideas and starting points. <p><u>PRINT- TECHNIQUES</u></p> <ul style="list-style-type: none"> • Use repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers). • Use objects to create prints (e.g. Fruit, vegetables or sponges). • Press, roll, rub and stamp to make prints. 	<ul style="list-style-type: none"> • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. <p><u>PRINT- TECHNIQUES</u></p> <ul style="list-style-type: none"> • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Make printing blocks (e.g. from coiled string glued to a block). • Make precise repeating patterns. 	<p>moulds) to provide stability and form.</p> <p>To develop ideas</p> <ul style="list-style-type: none"> • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. <p><u>PRINT- TECHNIQUES</u></p> <ul style="list-style-type: none"> • Build up layers of colours. • Create an accurate pattern, showing fine detail. • Use a range of visual elements to reflect the purpose of the work.
<p>To develop ideas</p> <ul style="list-style-type: none"> • Explore ideas and collect visual information. <p><u>TO TAKE INSPIRATION FROM THE GREATS (CLASSIC AND MODERN)</u></p> <ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. <p>PAINTING- TECHNIQUES</p> <ul style="list-style-type: none"> • Use thick and thin brushes. • Mix primary colours to make secondary. • Add white to colours to make tints and black to colours to make tones. • Create colour wheels. <p>COLLAGE</p>	<p>To develop ideas</p> <ul style="list-style-type: none"> • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. <p><u>TO TAKE INSPIRATION FROM THE GREATS (CLASSIC AND MODERN)</u></p> <ul style="list-style-type: none"> • Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others. <p>PAINTING- TECHNIQUES</p> <ul style="list-style-type: none"> • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Use watercolour paint to produce washes for backgrounds then add detail. 	<p>To develop ideas</p> <ul style="list-style-type: none"> • Use the qualities of materials to enhance ideas. • Spot the potential in unexpected results as work progresses. <p><u>TO TAKE INSPIRATION FROM THE GREATS (CLASSIC AND MODERN)</u></p> <ul style="list-style-type: none"> • Give details (including own sketches) about the style of some notable artists, artisans and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles. <p>PAINTING- TECHNIQUES</p> <ul style="list-style-type: none"> • Sketch (lightly) before painting to



<ul style="list-style-type: none"> • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture. 	<ul style="list-style-type: none"> • Experiment with creating mood with colour. 	<p>combine line and colour.</p> <ul style="list-style-type: none"> • Create a colour palette based upon colours observed in the natural or built world. • Use the qualities of watercolour and acrylic paints to create visually interesting pieces. • Combine colours, tones and tints to enhance the mood of a piece. • Use brush techniques and the qualities of paint to create texture. • Develop a personal style of painting, drawing upon ideas from other artists.
<p>To develop ideas</p> <ul style="list-style-type: none"> • Explore different methods and materials as ideas develop <p><u>DIGITAL MEDIA - TECHNIQUES</u></p> <ul style="list-style-type: none"> • Use a wide range of tools to create different textures, lines, tones, colours and shapes. 	<p>To develop ideas</p> <ul style="list-style-type: none"> • Comment on artworks using visual language. <p><u>DIGITAL MEDIA - TECHNIQUES</u></p> <ul style="list-style-type: none"> • Create images, video and sound recordings and explain why they were created. 	<p>To develop ideas</p> <ul style="list-style-type: none"> • Comment on artworks with a fluent grasp of visual language. <p><u>DIGITAL MEDIA - TECHNIQUES</u></p> <ul style="list-style-type: none"> • Enhance digital media by editing (including sound, video, animation, still images and installations).