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| ART |
| **Year A**: **Spring Term 3** |
| **Years 1&2** **Milestone 1** | **Years 3&4****Milestone 2** | **Years 5&6****Milestone 3** |
| Milestones**To develop ideas**• Explore different methods and materials asideas develop**TEXTILES- TECHNIQUES**• Use plaiting.• Use dip dye techniques.**To develop ideas**• Respond to ideas and starting points.**DRAWING- TECHNIQUES**• Draw lines of different sizes and thickness.• Colour (own work) neatly following the lines.• Show pattern and texture by adding dots and lines.• Show different tones by using coloured pencils. | Milestones**To develop ideas**• Comment on artworks using visual language.**TEXTILES- TECHNIQUES**• Colour fabric.• Quilt, pad and gather fabric.**To develop ideas**• Develop ideas from starting pointsthroughout the curriculum.• Collect information, sketches and resources.**DRAWING- TECHNIQUES**• Use different hardnesses of pencils to show line, tone and texture.• Annotate sketches to explain and elaborate ideas.• Sketch lightly (no need to use a rubber to correct mistakes).• Use shading to show light and shadow.• Use hatching and cross hatching to show tone and texture. | Milestones**To develop ideas**• Comment on artworks with a fluent grasp ofvisual language.**TEXTILES- TECHNIQUES**• Show precision in techniques. (Of Milestone 1 and 2.)**To develop ideas**• Develop and imaginatively extend ideas fromstarting points throughout the curriculum.• Collect information, sketches and resourcesand present ideas imaginatively in a sketchbook.**DRAWING- TECHNIQUES**• Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).• Use a choice of techniques to depict movement, perspective, shadows and reflection.• Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).• Use lines to represent movement. |
| **Year B**: **Spring Term 3** |
| **Years 1&2****Milestone 1** | **Years 3&4****Milestone 2** | **Years 5&6****Milestone 3** |
| Milestones**To develop ideas**• Explore ideas and collect visual information.**SCULPTURE- TECHNIQUES**• Use a combination of shapes.• Include lines and texture.• Use rolled up paper, straws, paper, card andclay as materials.• Use techniques such as rolling, cutting,moulding and carving. | Milestones**To develop ideas**• Adapt and refine ideas as they progress.• Explore ideas in a variety of ways.**SCULPTURE- TECHNIQUES**• Create and combine shapes to createrecognisable forms (e.g. shapes made fromnets or solid materials).• Include texture that conveys feelings,expression or movement.• Use clay and other mouldable materials.• Add materials to provide interesting detail. | Milestones**To develop ideas**• Use the qualities of materials to enhanceideas.• Spot the potential in unexpected results aswork progresses.**SCULPTURE- TECHNIQUES**• Show life-like qualities and real-lifeproportions or, if more abstract, provokedifferent interpretations.• Use tools to carve and add shapes, textureand pattern.• Combine visual and tactile qualities.• Use frameworks (such as wire or moulds) toprovide stability and form. |
| **Years 1&2****Milestone 1** | **Years 3&4****Milestone 2** | **Years 5&6****Milestone 3** |
| Milestones **To develop ideas**• Respond to ideas and starting points.**PRINT- TECHNIQUES**• 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. | Milestones**To develop ideas**• Develop ideas from starting pointsthroughout the curriculum.• Collect information, sketches and resources.**PRINT- TECHNIQUES**• 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. | Milestones**To develop ideas**• Develop and imaginatively extend ideas fromstarting points throughout the curriculum.• Collect information, sketches and resourcesand present ideas imaginatively in a sketchbook.**PRINT- TECHNIQUES**• 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. |
| **Years 1&2****Milestone 1** | **Years 3&4****Milestone 2** | **Years 5&6****Milestone 3** |
| Milestones**To develop ideas**• Explore ideas and collect visual information.**TO TAKE INSPIRATION FROM THE GREATS (CLASSIC AND MODERN)**• Describe the work of notable artists,artisans and designers.• Use some of the ideas of artists studied tocreate pieces. PAINTING- TECHNIQUES• Use thick and thin brushes.• Mix primary colours to make secondary.• Add white to colours to make tints and blackto colours to make tones.• Create colour wheels.COLLAGE• Use a combination of materials that are cut,torn and glued.• Sort and arrange materials.• Mix materials to create texture. | Milestones**To develop ideas**• Adapt and refine ideas as they progress.• Explore ideas in a variety of ways.**TO TAKE INSPIRATION FROM THE GREATS (CLASSIC AND MODERN)**• Replicate some of the techniques used bynotable artists, artisans and designers.• Create original pieces that are influenced bystudies of others.PAINTING- TECHNIQUES• Use a number of brush techniques using thickand thin brushes to produce shapes, textures,patterns and lines.• Mix colours effectively.• Use watercolour paint to produce washes forbackgrounds then add detail.• Experiment with creating mood with colour. | Milestones**To develop ideas**• Use the qualities of materials to enhanceideas.• Spot the potential in unexpected results aswork progresses.**TO TAKE INSPIRATION FROM THE GREATS (CLASSIC AND MODERN)**• Give details (including own sketches) aboutthe style of some notable artists, artisansand designers.• Show how the work of those studied wasinfluential in both society and to otherartists.• Create original pieces that show a range ofinfluences and styles.PAINTING- TECHNIQUES• Sketch (lightly) before painting to combineline and colour.• Create a colour palette based upon coloursobserved in the natural or built world.• Use the qualities of watercolour and acrylicpaints to create visually interesting pieces.• Combine colours, tones and tints to enhancethe mood of a piece.• Use brush techniques and the qualities ofpaint to create texture.• Develop a personal style of painting, drawingupon ideas from other artists. |
| **Years 1&2****Milestone 1** | **Years 3&4****Milestone 2** | **Years 5&6****Milestone 3** |
| Milestones**To develop ideas**• Explore different methods and materials asideas develop**DIGITAL MEDIA - TECHNIQUES**• Use a wide range of tools to create different textures, lines, tones, colours and shapes. | Milestones**To develop ideas**• Comment on artworks using visual language.**DIGITAL MEDIA - TECHNIQUES**• Create images, video and sound recordings and explain why they were created. | Milestones**To develop ideas**• Comment on artworks with a fluent grasp ofvisual language.**DIGITAL MEDIA - TECHNIQUES**• Enhance digital media by editing (including sound, video, animation, still images and installations). |