

Stukeley Federation Art and Design LKS2

Throughout the year the children will cover a variety of aspects of the art and design curriculum to ensure all children:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

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| Autumn Term | <p><u>Design & 3D sculpture (clay pots)</u></p> <ul style="list-style-type: none"> • Design & make more complex forms in 3d using a range of materials, start to understand how to finish to a good standard of finish. • Become more confident using modelling materials, work safely and persevere when work is challenging • Start to consider quality of finish • Develop skills in orally describing thoughts, intentions and ideas <p><u>Craft (Weaving)</u></p> <ul style="list-style-type: none"> • Design & make art for different purposes – jewelry, weaving, sewing etc. • Use collage as an art form. Collage, embroider, sew, batik, sewing, weaving, jewelry etc. • Describe their work and the work of others |
| Spring Term 1 | <p><u>Printing</u></p> <ul style="list-style-type: none"> • Make art from observations, their environment, photographs then translate them in new materials • Use sketchbooks to practice and try out ideas and techniques • Use printing blocks to create artwork related to topics and themes and to explore pattern. • Use simple motif printing blocks to create and print more complex patterns- tessellating and interlocking. • Explore pattern print of wallpaper • Make choices and decisions about their art |
| Spring Term 2 | <p><u>Knowledge of Artists/</u> (Walt Disney illustrations/ animations)</p> <ul style="list-style-type: none"> • Study famous works of art, crafts, design and give personal opinions • Talk about how the artists produced his work, what the background to the art is and why it was made <p><u>Computer Art</u></p> <ul style="list-style-type: none"> • Make art using art programs <p><u>Sketchbooks experimentation</u></p> <ul style="list-style-type: none"> • Develop initial ideas into final work, adapting it as it progresses and talk about the journey to achieve it |

Summer Term 1**Drawing & Painting (Plants & wildlife)**

- Control drawing media to create light and dark tones
- Control shading with a range of medias to describe form, light and shade
- Practice drawing quick lines and more deliberate lines to sketch and draw
- Use a range of pencils, crayons, chalks, felt pens, drawing pens and ink and biro and choose the suitable media for the purpose
- Draw things they see from observation – nature, photos, still life
- Develop painting skills with more control and precision painting lines and edges
- Have experience using different types of paint. Know the properties of these
- Know that all colours have dark and light values and how to make colours lighter and darker