

Stukeley Federation Art and Design – UKS2 – Cycle A

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

Autumn 1

World War 1 & World War 2

Knowledge of artists and applying knowledge – *John Piper*

Study famous works of art – content, describing the art, social/historical factors affecting the work, process, when and how it was made and what materials were used, formal elements (line, tone etc) and mood (what emotions does the art convey to us)

Painting

Paint from observation, describing different surfaces and textures using tone, line, texture and colour to express mood and feeling.

Paint with form and depth. Be introduced to artists style. Mix colours with care and sensitivity to show ideas and feelings. Know, complementary and harmonious colours. Mix tertiary and secondary colours.

Vocabulary- blend, mix, line, tone, abstract, impressionism, collage.

Craft – Textiles & Collage

Gain more experience in collage as an art form – relate own collage to other collage artists. Continue to explore crafts such as embroidering, sewing, knitting, crochet, felt making, batik, modelling, sewing, weaving, jewellery etc

Evaluating own art

Increasing awareness of purpose and reasons for art and awareness of choices and decisions in their own art. Understand the importance of art in UK economy. Know that the making process is difficult so not to be too self critical. Fairly appraise their own and others work.

Sketchbook experimentation

Use Sketch books to experiment with techniques to see what works and what doesn't. Label their experiences with notes and labels (about method, materials and what they like)

- Silhouettes
- Landscape – Battlefield collage
- Colour, tone and texture
- Collage

Spring 1	<p><u>Maya Civilization</u> Maya murals –</p> <p>Knowledge of artists and applying knowledge Study famous works of art – content, describing the art, social/historical factors affecting the work, process, when and how it's made and what materials were used, formal elements (line, tone etc) and mood (what emotions does the art convey to us)</p> <p>Marking Skills – Drawing Draw with own personal style and confidence.</p> <p>Learn how drawing is used in art – for fashion, design, illustration, graphic (cartoons and graffiti) abstract (fine art) sculpture, digital drawings.</p> <p>Computer Art Produce more complex digital art using computers, drawing and painting programmes and vector drawing</p>
Summer 2	<p><u>Water, Water Everywhere!</u> Knowledge of artists and applying knowledge – <i>Hokusai</i> Study famous works of art – content, describing the art, social/historical factors affecting the work, process, when and how it's made and what materials were used, formal elements (line, tone etc) and mood (what emotions does the art convey to us)</p> <p>Painting Paint from observation, describing different surfaces and textures using tone, line, texture and colour to express mood and feeling.</p> <p>Printing Develop more complex monoprints, block prints and relief prints – creating images or patterns with their printing. Use more complex printing blocks with mathematical and visual precision. Vocabulary – hapa-zone, pattern, shape, tile, colour, arrange, collagraph</p> <p>Evaluating own art Increasing awareness of purpose and reasons for art and awareness of choices and decisions in their own art.</p> <p>Sketchbook experimentation Use Sketch books to experiment with techniques to see what works and what doesn't. Label their experiences with notes and labels (about method, materials and what they like)</p> <ul style="list-style-type: none"> • Print making • Create an image & patterns with printing