



Lower KS2 Art & Design

Art & Design					
	Use sketchbooks (including digital images)	Drawing	Painting (including printing)	Sculpture (including textiles)	Range of Artist
Year 3	<ul style="list-style-type: none"> Know how to use sketchbooks to collect and record visual information from different sources. Know how to annotate work in their sketchbook Know how to adapt their work according to their views and describe how they might develop it further. 	<p>Observational drawing of fossils - develop to print</p> <ul style="list-style-type: none"> Know how to use different grades of pencil and other implements to draw different forms and shapes and variations in tone. Know how to create textures with a wide range of drawing implements Know that objects have a third dimension and begin to represent 	<p>Painting on plaster, mosaics and digital mosaics</p> <ul style="list-style-type: none"> Know how to create different effects and textures with paint according to what they need for the task. Know how to create printing blocks using a relief or impressed method. Know how to create a two-colour print. Know how to mix colours and use tints and shades. 	<p>3D clay or textile sculpture</p> <ul style="list-style-type: none"> Know how to plan, design and make models from observation or imagination. Know how to construct a simple base for extending and modelling clay shapes. Know how to create surface patterns and textures in a malleable material. 	<ul style="list-style-type: none"> Claes Oldenburg's work of printmakers such as Eric Gill, and Japanese printmakers still life Impressionist paintings, such as Renoir's
Year 4	<ul style="list-style-type: none"> Know how to compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. Know how to present visual images using software. Know how to use more specific colour language. 	<p>Drawing developed into printmaking, rotating & translating images</p> <ul style="list-style-type: none"> Know how to Experiment with ways in which surface detail can be added to drawings, e.g. use grades of pencil, biros, charcoal and chalk. Know how to make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc. Now how to create textures with a wide range of drawing implements, e.g. use oil and chalk pastel. 	<p>Painting of still life Abstract painting: relief painting, large and small scale</p> <ul style="list-style-type: none"> Know how to create different effects and textures including blocking in colour, washes, thickened paint creating textural effects. Know how to work on a range of scales e.g. thin brush on small picture etc. Know how to use line, tone, shape and colour to referent form and movement Know how to Print onto different materials 	<p>Paintings into sculpture</p> <ul style="list-style-type: none"> Know how to sculpt clay adequately and model a recognisable shape Know how to use papier-mâché to create a simple 3-D object. 	<ul style="list-style-type: none"> Damien Hirst has developed a skull motif in print and in 3-D. Jean Basquait also uses skull imagery and Escher's intricate drawing 'Eye with Skull' is an excellent example of drawing. still life artists from the Dutch Masters through to Renoir's study of onions or Cezanne's apples. Constable and Hokusai - impressions of the sea Monet's later paintings of water lilies & Adriana Brinsmead-Stockham glass as a stimulus to investigate abstract art.