

KS1-KS2 Art & Design Objective Overview (2022-23)



Purpose of study

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Aims

The national curriculum for art and design aims to ensure that all pupils:

- 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

Strand	Year 1 and 2	Year 3 and 4	Year 5 and 6
Painting	<ul style="list-style-type: none"> • Use a variety of tools and techniques including different brush sizes and types • Mix and match colours to artefacts and objects Work on different scales • Experiment with tools and techniques e.g. layering, mixing media, scrapping through Colour • Identify primary colours by name Mix primary shades and tones Texture • Create textured paint by adding sand. 	<ul style="list-style-type: none"> • Experiment with different effects and textures including. blocking in colour, washes, thickened paint creating textural effects • Work on a range of scales e.g. thin brush on small picture etc. • Create different effects and textures with paint according to what they need for the task. • Colour • Mix colours and know which primary colours make secondary colours • Use more specific colour language Mix and use tints and shades 	<ul style="list-style-type: none"> • Develop a painting from a drawing Carry out preliminary studies, trying out • different media and materials and mixing appropriate colours • Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music • Colour • Mix and match colours to create atmosphere and light effects • Be able to identify primary secondary, complementary and contrasting colours Work with complementary colours

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<p>Digital media</p>	<ul style="list-style-type: none"> • Explore ideas using digital sources i.e. internet, CD-ROMs • Record visual information using digital cameras, video recorders • Use a simple graphics package to create images and effects with • Lines by changing the size of brushes in response to ideas • Shapes using eraser, shape and fill tools • Colours and Texture using simple filters to manipulate and create images • Use basic selection and cropping tools 	<ul style="list-style-type: none"> • Record and collect visual information using digital cameras and video recorders Present recorded visual images using software e.g. Photostory, PowerPoint Use a graphics package to create images and effects with; • Lines by controlling the brush tool with increased precision • Changing the type of brush to an appropriate style e.g. charcoal • Create shapes by making selections to cut, duplicate and repeat • Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose 	<ul style="list-style-type: none"> • Record, collect and store visual information using digital cameras, video recorders • Present recorded visual images using software e.g. Photostory, PowerPoint Use a graphics package to create and manipulate new images • Be able to Import an image (scanned, retrieved, taken) into a graphics package Understand that a digital image is created by layering • Create layered images from original ideas (sketch books etc.)
<p>Printing</p>	<ul style="list-style-type: none"> • Print with a range of hard and soft materials Make simple marks on rollers and printing palettes • Take simple prints i.e. mono -printing • Roll printing paint over found objects to create patterns • Build repeating patterns and recognise pattern in the environment • Create simple printing blocks with press print • Design more repetitive patterns • Colour • Experiment with over printing motifs and colour • Texture • Make rubbing to collect textures and patterns 	<ul style="list-style-type: none"> • Create printing blocks using a relief for impressed method • Create repeating patterns • Print with two colour overlays 	<ul style="list-style-type: none"> • Create printing blocks by simplifying and initial sketch book idea • Use relief or impressed method • Create prints with three overlays • Work into printe with a range of media e.g. pens, colour pens and pencils

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<p>3D</p>	<ul style="list-style-type: none"> • Manipulate malleable materials in a variety of ways including rolling and kneading • Explore sculpture with a range of malleable media 	<ul style="list-style-type: none"> • Plan, design and make models from observations or imagination • Join clay adequately and construct a simple base for extending and modeling other shapes 	<ul style="list-style-type: none"> • Shape, form, model and construct from observation or imagination • Use recycled, natural and man-made material to create sculptures
	<ul style="list-style-type: none"> • Manipulate malleable materials for a purpose, e.g. pot, tile • Understand the safety and basic care of materials and tools • Form • Experiment with constructing and joining recycled, natural and manmade materials Use simple 2-D shapes to create a 3-D form Texture • Change the surface of a malleable material e.g. • build a textured tile 	<ul style="list-style-type: none"> • Create surface patterns and textures in a malleable material • Use papier mache to create a simple 3D object 	<ul style="list-style-type: none"> • Plan a sculpture through drawing and other preparatory work • Develop skills in using clay including slabs, coils, slips • Produce intricate patterns and textures in a malleable media
<p>Textiles</p>	<ul style="list-style-type: none"> • Match and sort fabrics and threads for colour, texture, length, size and shape • Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting • Cut and shape fabric using scissors/snips Apply shapes with glue or by stitching Apply decoration using beads, buttons, feathers etc • Create cords and plaits for decoration Colour • Apply colour with printing, dipping, fabric crayons • Create and use dyes i.e. onion skins, tea, coffee • Texture • Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel 	<ul style="list-style-type: none"> • Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects • Match the tool to the material Develop skills in stitching, cutting and joining • Experiment with paste resist. 	<ul style="list-style-type: none"> • Use fabrics to create 3D structures Use different grades of threads and needles • Experiment with batik techniques e.g. www.anniephillips.co.uk Experiment with a range of media to overlap and layer creating interesting colours and textures and effects.

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<p>Collage</p>	<ul style="list-style-type: none"> • Create images from a variety of media e.g. photocopies material, fabric, crepe paper, magazines • Arrange and glue materials to different backgrounds • Sort and group materials for different purposes e.g. colour texture • Fold, crumple, tear and overlap papers Work on different scales • Colour • Collect, sort, name match colours appropriate for an image • Shape • Create and arrange shapes appropriately Texture • Create, select and use textured paper for an image • image 	<ul style="list-style-type: none"> • Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures • Use collage as a means of collecting ideas and information and building a visual vocabulary 	<ul style="list-style-type: none"> • Add collage to a painted, printed or drawn background • Use a range of media to create collages Use different techniques, colours and textures when designing and making pieces of work • Use collage as a means of extending work from initial ideas
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Drawing	Year 1 and 2	Year 3 and 4	Year 5 and 6
<p>Experiment with media</p> <p>Famous Artists Evaluation</p>	<ul style="list-style-type: none"> Pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk Control types of marks made. To learn about great artists and use their work as starting points for their own work. To evaluate creative works using the language of art, craft and design 	<ul style="list-style-type: none"> Experiment with ways in which surface detail can be added to drawings. Use sketchbooks to collect and record visual information from different sources. Draw for a sustained period of time at an appropriate level. To learn about great artists and use their work as starting points for their own work. To evaluate creative works using the language of art, craft and design 	<ul style="list-style-type: none"> Work from a variety of sources including observation, photographs and digital images. Work in a sustained and independent way to create a detailed drawing. Develop close observation skills using a variety of view finders. Use a sketchbook to collect and develop ideas. Identify artists who have worked in a similar way to their own work. To learn about great artists and use their work as starting points for their own work To evaluate creative works using the language of art, craft and design
Shapes	<ul style="list-style-type: none"> Observe and draw shapes from observation. Draw shapes in between objects and invent new shapes. 	<ul style="list-style-type: none"> Experiment with different grades of pencil and other implements to draw different forms and shapes. Begin to show an awareness of objects having a third dimension. 	<ul style="list-style-type: none"> Use dry media to make different shapes within a drawing. Experiment with wet media to make different shapes. Explore colour mixing and blending techniques using coloured pencils.
Line and Marks	<ul style="list-style-type: none"> Name, match and draw lines/marks from observations. Invent new lines. Draw on different surfaces with range of media. 	<ul style="list-style-type: none"> Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc. Experiment with different grades of pencil to create lines and marks 	<ul style="list-style-type: none"> Use dry media to make different marks, line and patterns within a drawing. Experiment with wet media to make different lines, marks and patterns. Explore colour mixing and blending techniques using coloured pencils.
Tone	<ul style="list-style-type: none"> Investigate by drawing light/dark lines, light/dark shapes, light/dark patterns. 	<ul style="list-style-type: none"> Experiment with different grades of pencil and other implements to achieve variations in tone. Apply tone in a drawing in a simple way 	<ul style="list-style-type: none"> Start to develop their own style using tonal contrast and mixed media. Explore colour mixing and blending techniques using coloured pencils.

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Texture	<ul style="list-style-type: none"> Investigate by describing, naming rubbing and copying. 	<ul style="list-style-type: none"> Create textures with a wide range of drawing implements. Apply a simple use of pattern and texture in drawing 	<ul style="list-style-type: none"> Experiment with wet media to make different textures.
Perspective and Composition			<ul style="list-style-type: none"> Begin to use simple perspective in their work using a single focal point and horizon. Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. Show an awareness of how paintings are created ie. Composition.