

King's Court First School – Art and Design – KS2

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KS2 Art & Design	Term 1- All About Us / Our Community		Term 2 – Culture		Term 3 – The Arts				
	Year 3: Portraits – Drawing Year 4: Portraits – Collage		Year 3: Ancient Romans – Printing Year 4: Pop Art and Digital Media- Painting		Year 3: Artists- Sculpture Year 4: Artists - Textiles				
Milestone 2	To develop ideas:		<ul style="list-style-type: none"> Develop ideas from stating points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as and they progress. Explore ideas in a variety of ways. Comment on artwork using visual language. 						
	To master techniques:		<p>Drawing</p> <ul style="list-style-type: none"> Use different hardness of pencil to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes) (invisible lines) Use shading to show light and shadow. Use hatching and cross hatching to show time and texture. <p>Painting</p> <ul style="list-style-type: none"> Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively. Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour. <p>Collage</p> <ul style="list-style-type: none"> Select and arrange materials for a striking effect. Ensure work is precise. Use coiling, overlapping, tessellation, mosaic and montage. <p>Sculpture</p> <ul style="list-style-type: none"> Create and combine shapes to create recognisable forms (e.g. shapes made from net or solid materials) Include texture that conveys feelings, expression or movement. Use clay and other mouldable material. Add materials to provide interesting detail. <p>Print</p> <ul style="list-style-type: none"> Use layers of two or more colours. Replicate patterns observed in natural or built environment. Make printing blocks (e.g. from coiled string glued to a block) Make precise repeating patterns. <p>Textiles</p> <ul style="list-style-type: none"> Shape and stitch materials Use basic cross stitch and back stitch Colour fabric Create weavings Quilt, pad and gather fabric. <p>Digital media</p> <ul style="list-style-type: none"> Create images, video and sound recordings and explain why they were created 						
	To take inspiration from the greats (classic and modern):		<ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 						
	1A- Ancient Egyptian Portraits		1B	2A- Ancient Roman		2B	3A- Salvador Dali		3B
	Drawing			Printing			Sculpture		
Year 3	<p>As Artist we will...</p> <p>To develop ideas:</p> <ul style="list-style-type: none"> Develop ideas from stating points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as and they progress. Explore ideas in a variety of ways. Comment on artwork using visual language. <p>To master techniques:</p> <p>Drawing</p> <ul style="list-style-type: none"> Use different hardness of pencil to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes) (invisible lines) Use shading to show light and shadow. Use hatching and cross hatching to show time and texture. <p>To take inspiration from the greats (classic and modern):</p> <ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 			<p>As Artist we will...</p> <p>To develop ideas:</p> <ul style="list-style-type: none"> Develop ideas from stating points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as and they progress. Explore ideas in a variety of ways. Comment on artwork using visual language. <p>To master techniques:</p> <p>Print</p> <ul style="list-style-type: none"> Use layers of two or more colours. Replicate patterns observed in natural or built environment. Make printing blocks (e.g. from coiled string glued to a block) Make precise repeating patterns. <p>To take inspiration from the greats (classic and modern):</p> <ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 			<p>As Artist we will...</p> <p>To develop ideas:</p> <ul style="list-style-type: none"> Develop ideas from stating points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as and they progress. Explore ideas in a variety of ways. Comment on artwork using visual language. <p>To master techniques:</p> <p>Sculpture</p> <ul style="list-style-type: none"> Create and combine shapes to create recognisable forms (e.g. shapes made from net or solid materials) Include texture that conveys feelings, expression or movement. Use clay and other mouldable material. Add materials to provide interesting detail. <p>To take inspiration from the greats (classic and modern):</p> <ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 		
Knowledge Maps	King's Court Design Cycle – Art Element of Art Artist Fact Files How to draw a portrait			King's Court Design Cycle – Art Element of Art Artist Fact Files Printing Techniques			King's Court Design Cycle – Art Element of Art Artist Fact Files		
Breadth of Study	<ul style="list-style-type: none"> Use experiences, other subjects across the curriculum and ideas as inspiration for artwork. Develop and share ideas in a sketchbook and in finished products. Improve mastery of techniques. Learn about the great artists, architects and designers in history. 			<ul style="list-style-type: none"> Use experiences, other subjects across the curriculum and ideas as inspiration for artwork. Develop and share ideas in a sketchbook and in finished products. Improve mastery of techniques. Learn about the great artists, architects and designers in history. 			<ul style="list-style-type: none"> Use experiences, other subjects across the curriculum and ideas as inspiration for artwork. Develop and share ideas in a sketchbook and in finished products. Improve mastery of techniques. Learn about the great artists, architects and designers in history. 		
Continuous Provision:	<p>Artist of the term – range of artist work and media types.</p> <p>Drawing corner – drawing area to explore techniques, styles & skills.</p> <p>The arts in history – Timeline of artist and styles</p>			<p>Artist of the term – range of artist work and media types.</p> <p>Drawing corner – drawing area to explore techniques, styles & skills.</p> <p>The arts in history – Timeline of artist and styles</p>			<p>Artist of the term – range of artist work and media types.</p> <p>Drawing corner – drawing area to explore techniques, styles & skills.</p> <p>The arts in history – Timeline of artist and styles</p>		

	1A- Stone Age – Portraits Collage	1B	2A- Pop Art Painting and digital media	2B	3A- Textiles William Morris	3B
Year 4	<p>As Artist we will....</p> <p>To develop ideas:</p> <ul style="list-style-type: none"> Develop ideas from stating points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as and they progress. Explore ideas in a variety of ways. Comment on artwork using visual language. <p>To master techniques:</p> <p>Collage</p> <ul style="list-style-type: none"> Select and arrange materials for a striking effect. Ensure work is precise. Use coiling, overlapping, tessellation, mosaic and montage. <p>To take inspiration from the greats (classic and modern):</p> <ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 		<p>As Artist we will....</p> <p>To develop ideas:</p> <ul style="list-style-type: none"> Develop ideas from stating points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as and they progress. Explore ideas in a variety of ways. Comment on artwork using visual language. <p>To master techniques:</p> <p>Painting</p> <ul style="list-style-type: none"> Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively. Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour. <p>Digital media</p> <ul style="list-style-type: none"> Create images, video and sound recordings and explain why they were created <p>To take inspiration from the greats (classic and modern):</p> <ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 		<p>As Artist we will....</p> <p>To develop ideas:</p> <ul style="list-style-type: none"> Develop ideas from stating points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as and they progress. Explore ideas in a variety of ways. Comment on artwork using visual language <p>To master techniques:</p> <p>Textiles</p> <ul style="list-style-type: none"> Shape and stitch materials Use basic cross stitch and back stitch Colour fabric Create weavings Quilt, pad and gather fabric. <p>To take inspiration from the greats (classic and modern):</p> <ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 	
Knowledge Maps	King's Court Design Cycle – Art Element of Art Artist Fact Files		King's Court Design Cycle – Art Element of Art Artist Fact Files		King's Court Design Cycle – Art Element of Art Artist Fact Files Sewing Technique Mat	
Breadth of Study	<ul style="list-style-type: none"> Use experiences, other subjects across the curriculum and ideas as inspiration for artwork. Develop and share ideas in a sketchbook and in finished products. Improve mastery of techniques. Learn about the great artists, architects and designers in history. 		<ul style="list-style-type: none"> Use experiences, other subjects across the curriculum and ideas as inspiration for artwork. Develop and share ideas in a sketchbook and in finished products. Improve mastery of techniques. Learn about the great artists, architects and designers in history. 		<ul style="list-style-type: none"> Use experiences, other subjects across the curriculum and ideas as inspiration for artwork. Develop and share ideas in a sketchbook and in finished products. Improve mastery of techniques. Learn about the great artists, architects and designers in history. 	
Deliberate choices:	<p>Style matches drivers</p> <p>Artist in chronological order</p> <p>Each Key Stage repeats medium of art so skills are applied</p> <p>Artist and techniques matched</p> <p>Portraits across the school in Autumn 1 to develop understanding</p>					