

Art Skills

Expected by End of Year 2

| Art Skills | | | |
|--|-------------------|---|-------------------|
| Develop ideas | | To take inspiration from the greats (classic and modern) | |
| <ul style="list-style-type: none"> • Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop. | | <ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. • begin to note key words in sketchbooks that are generated by looking at the work of others and self | |
| Painting | | Drawing | |
| <ul style="list-style-type: none"> • Use thick and thin brushes to create lines shapes and textures • investigate colour mixing ending with mixing of primary colours to make secondary. • Add white to colours to make tints and black to colours to make tones. • Create colour wheels using primary and secondary colours (6 part wheels) | | <ul style="list-style-type: none"> • Draw lines of different sizes and thickness. • draw from observation single objects – creating the shapes and use a range of marks to represent textures seen • Colour (own work) neatly following the lines. • Show pattern and texture by adding dots and lines. • Show different tones by using coloured pencils, pens, chalks and pastels • Sketch the human body to look at features and compare the scale of different parts | |
| Below Expectation | Above Expectation | Below Expectation | Above Expectation |
| Sculpture | | Textiles | |
| <ul style="list-style-type: none"> • Use techniques such as rolling, cutting, moulding and carving. • Use card, paper, and other materials to create a sculpture stimulated by the work of a chosen sculptor • Use clay to investigate 3D work, creating a small sculpture by squashing, rolling, carving, attaching and shaping | | <ul style="list-style-type: none"> • Use weaving to create a pattern. • Create a repeating pattern by printing on fabric • Use fabric pens and paints to develop the design | |
| Below Expectation | Above Expectation | Below Expectation | Above Expectation |

| Printing | | Digital Art | |
|--|-------------------|--|-------------------|
| <ul style="list-style-type: none"> • Use repeating or overlapping shapes to continue patterns seen in the environment • Create simple monoprints • Press, roll, rub and stamp to make prints | | <ul style="list-style-type: none"> • Create free form shapes (may be linked to the work of an artist) using the drawing tools on 'paint' and fill these using the filling tool | |
| Below Expectation | Above Expectation | Below Expectation | Above Expectation |
| Vocabulary to be introduced through discussion | | Artists At least one classical, modern (since 1940s) and contemporary to be looked at in more detail (please include a brief piece of information about three of these artists in sketchbooks for pupils to refer back to in future – (these <u>do not</u> need to be written by the pupils) | |
| Artist inspiration : line shape colour space form portrait self-portrait cityscape landscape prefer like dislike Drawing : chalk pencil pen pastel wax pastel charcoal controlled free careful line dot shape mark blend colour pattern texture space observe discuss compare shadow element object Printing : print press / pressure rub texture test reflect image texture repeat pattern monoprint Collage : fold tear cut crumple change join layer Sculpture : model scale form construct tool element 3 dimensional roll cut form press join squash squeeze rub connect slip Digital media : shape line colour combine draw stamp (using a preformed shape) freeform Textiles : weave print pattern fabric/cloth repeating warp weft loom | | Artist | Genre |
| | | Classical/Modern/contemporary | |