

Dunton Bassett & Claybrooke Primary Schools: Art and Design Skills and Knowledge Year Upper Key Stage 2

Exploring and Developing Ideas

Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.
 Question and make thoughtful observations about starting points and select ideas to use in their work.
 Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.

Evaluating and Developing Work

Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.
 Adapt their work according to their views and describe how they might develop it further.
 Annotate work in a journal.

Drawing

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 viewfinders.
 Use a journal to collect and develop ideas.
 Identify artists who have worked in a similar way to their own work.

Lines, Marks, Tone, Form & Texture

Use dry media to make different marks, lines, patterns and shapes within a drawing.
 Experiment with wet media to make different marks, lines, patterns, textures and shapes.
 Explore colour mixing and blending techniques with coloured pencils.
 Use different techniques for different purposes i.e. shading, hatching within their own work.
 Start to develop their own style using tonal contrast and mixed media.

Perspective and Composition

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 i.e. Composition.

Digital Media

Painting

Printing

Textiles

3-D

Collage

Record, collect and store visual information using digital cameras etc.
 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

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 and work with complementary and contrasting colours

Create printing blocks by simplifying an initial journal idea
 Use relief or impressed method
 Create prints with three overlays
 Work into prints with a range of media e.g. pens, colour pens and paints

Use fabrics to create 3D structures
 Use different grades of threads and needles
 Experiment with batik techniques
 Experiment with a range of media to overlap and layer creating interesting colours and textures and effects

Shape, form, model and construct from observation or imagination
 Use recycled, natural and man-made materials to create sculptures
 Plan a sculpture through drawing and other preparatory work
 Develop skills in using clay incl slabs, coils, slips, etc.
 Produce intricate patterns and textures in a malleable media

Add collage to a painted, printed or drawn background
 Use a range of media to create collages
 Use different techniques, colours and textures etc. when designing and making pieces of work
 Use collage as a means of extending work from initial ideas

Artists and Works to be studied

Robert McCall

Carol Lambert

Andy Warhol

Michelle Reader

Tye Dye Mary/Phillip Brown

Ruth Duckworth

Websites

National Society for Education in Art and Design: <http://www.nsead.org/primary/education/index.aspx>
Artsmark: <https://www.artsmark.org.uk/>

Mighty Creatives: <https://www.themightycreatives.com/>
RSA: <https://www.thersa.org/#>