



KS2 Sketch books		Year 3 Tone/Clay	Year 4 Portraiture/watercolour	Year 5 Texture/shadow/gouache	Year 6 Perspective/movement/acrylic/linocuts/Modroc
Generating ideas and Evaluating		- Develop ideas from starting points throughout the curriculum. - Collect information, sketches and resources. - Replicate some of the techniques used by notable artists, artisans and designers. - Create original pieces that are influenced by studies of others.	- Adapt and refine ideas as they progress. - Explore ideas in a variety of ways. Comment on artworks using visual language. - Replicate some of the techniques used by notable artists, artisans and designers. - Create original pieces that are influenced by studies of others.	- Develop and imaginatively extend ideas from starting points - Collect information, sketches and resources and present ideas imaginatively in a sketch book. - Give details (including own sketches) about the style of some notable artists, artisans and designers. - Create original pieces that show a range of influences and styles.	- Use the qualities of materials to enhance ideas. - Comment on artworks with a fluent grasp of visual language. - Spot the potential in unexpected results as work progresses - Show how the work of those studied was influential in both society and to other artists. - Create original pieces that show a range of influences and styles.
Knowledge and Making	Drawing <i>Pencils, rubbers, chalk, pens, pastels, charcoal</i>	- Draw from observation for a sustained period of time. - Develop use of pencil to show line, tone and texture. - Experiment with different grades of pencil and other implements. - Plan, refine and alter their drawings as necessary.	- Alter and refine drawings. - Collect images and information independently in a sketchbook. - Begin to show objects have a third dimension by adding shadows. - Experiment with adding tone. - Portraiture	- Use a variety of source material including observation photographs and digital media. - Use a view finder to isolate and record sections of an image. - Work for a sustained length of time to create a detailed drawing. - Explore different techniques to create pattern – hatching/cross-hatching. - Plan, refine and alter their drawings as necessary. - Use different tone/shades to show how light effects the appearance of objects.	- Use a variety of source material. - Experiment with different grades of pencil and other implements. - Develop composition which considers foreground, background and focal point. - Explore creating images showing movement in figures. - Explore and develop an understanding of perspective drawing.
	Painting <i>Water colour, gouache, acrylic</i>	- Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. - Mix colours effectively - Experiment with different effects and textures - blocking colour, washes, thickened paint to create textural effects. - Work in a range of scales. <i>Cezanne/Monet</i>	- Create tints and shades. - Use watercolour paint to produce washes for backgrounds then add detail. - Experiment with creating mood with colour. <i>Samir Mandal/Georgia O'Keefe</i>	- Gouache - Light sketching before painting. - Make preliminary studies in a sketchbook trying out different colours and media. - Begin to use colour to create effects. Work with complementary colours. <i>Sarah Boccacini Meadow/Albrecht Durer</i>	- Create colour palettes inspired by the natural world. - Create imaginary work inspired by a range of sources. - Colours tones and tints to enhance mood. - Vary brush techniques palette knife to create texture. - Develop own style of painting. <i>Frida Kahlo</i>
	Sculpture <i>Clay Mod roc</i>	- Plan, design and make models from observation - Combine shapes to create recognisable forms - Join clay adequately. <i>Henry Moore</i>	- Plan, design and make models from observation - Develop skills in clay including slabs/coils/slips - Join clay adequately. - Create surface patterns and textures in a malleable material. <i>Viktor Spinski</i>	- Plan a sculpture through drawing and other preparatory work. - Develop skills in clay including slabs/coils/slips. - Real life proportions - Tools to carve add shapes and texture <i>Fernando Casasempere</i>	- Sculpture and Installation. - Use frameworks such as wires or moulds - Mod roc <i>George Segal/Anthea Hamilton</i>
	Printing <i>Block printing Linocuts</i>		- Print using printing blocks using a relief or impressed method. - Two layers of colour - Create precise repeating patterns - Mimic wallpaper prints and make patterns. <i>Nick Rowlands/MC.Escher</i>		- Build up layers of colour - Create patterns with fine details - Linocuts <i>Hokusai</i>
	Mixed Media and Collage <i>Mosaics</i>	- Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures. - Work in different scales <i>Beatriz Milhazes</i>		- Mix textures of materials Coiling, overlapping, tessellation, montage - Add collage to a painted, printed or drawn background.	



				Use collage as technique to extending work from initial ideas. <i>Njideka Akunyil Crosby/Bennon Lataaya</i>	
--	--	--	--	---	--