Art & Design
Lower Key Stage 2 (years 3 and 4)

Drawing

Process	Technique	Possible Influences
Use sketchbooks to collect and record visual information from different sources. Draw for a sustained period of time at an appropriate level. Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.	Experiment with ways in which surface detail can be added to drawings. 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 and other implements e.g charcoal and chalk to create lines and marks. Use shading to show light and shadow effects. Begin to show an awareness of objects having a third dimension. Apply tone in a drawing in a simple way. Apply a simple use of pattern and texture in a drawing. Show awareness of space when drawing.	MC Escher William Morris Leonardo Da Vinci Albrecht Durer Vincent Van Gogh Edgar Degas Charles Rennie Macintosh

Key Concepts and Vocabulary

Mark making	Texture	Light
Sketching	Portrait	dark
Tonal range		Shadow.
Pattern		Outline

Lugger Class

Art & Design
Lower Key Stage 2 (years 3 and 4)

Painting

Process	Technique	Possible Influences
Select and record from first hand observation, experience and imagination. Question and make thoughtful observations about starting points and select ideas to use in their work. Compare ideas and methods in their own and others' work and say what they think and feel about them. Adapt their work according to their views .Annotate work in sketchbook.	Experiment with different effects and textures inc. 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. Mix colours and know which primary colours make secondary colours Use more specific colour language Mix and use tints and shades Use the language of colour when mixing and experiment with colour for mood and effect.	Monet Van Gogh Matisse Henri Rousseau Georges Seurat Mary Cassat Freida Kahlo LS Lowry Paul Cezanne Kieth Haring Howard Hodgkin Picasso John Constable Alfred Wallis

Key Concepts and Vocabulary

Tints	Colour wash	Foreground, middleground, background
Shades	blend	Abstract
Colour mixing	Blocking colour	Emotion
Warm and cool colours.	Tones	
	Textures	

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Printing

Process	Technique	Possible Influences
Research, create and refine a print using a variety of techniques. Select broadly the kinds of material to print with in order to get the effect they want Talk about the processes used to produce a simple print. Explore what effect making their own blocks has on shape and texture.	Create printing blocks using a relief or impressed method Create repeating patterns Print with two colour overlays Resist printing including marbling, silkscreen or cold water paste. Replicate patterns from observations. Print using a variety of materials, objects and techniques including layering. Explore pattern and shape, creating designs for printing.	Andy Warhol Roy Lichtenstein Toulouse Lautrec Hokusai Yoshitoshi Pablo Picasso Salvador Dalí Joan Miró Bridget Riley

Key Concepts and Vocabulary

Overlay	Pattern	Polystyrene printing tiles
Marbling	Shape	Lino cut printers
Silkscreen	Repeating patterns	Inking and rollers

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Textiles, 3-D, Collage

Process	Technique	Possible Influences
Plan, design and make models from observation or imagination Collect visual information from a variety of sources, describing with vocabulary based on the visual and tactile elements. Choose collage or textiles as a means of extending work already achieved. Refine and alter ideas and explain choices. Refine work to ensure precision. Make informed choices about the 3D technique chosen. Show an understanding of shape, space and form. Plan, design, make and adapt models. Talk about their work understanding that it has been sculpted, modelled or constructed.	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. Join clay adequately and construct a simple base for extending and modelling other shapes Create surface patterns and textures in a malleable material Use papier mache to create a simple 3D object 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	Antoni Gaudi (building design and mosaics) Sculptors: Henry Moore Barbara Hepworth , Rodin, Michelangelo, Jeff Koons, Anish Kapoor, Alexander Calder, Louis Bourgeois, Marcel Duchamp, Anthony Gormley, Naum Gabo, Ancient Greek and Roman sculptors. Textiles artists: https://www.garmentprinting.co.uk/blog/top-10-famous-textile-artists/ Collage Artists: Henri Mattisse, Kurt Schwitters, George Braque, Joseph Cornell, Peter Blake, Sir Eduardo Paolozzi

Key Concepts and Vocabulary

Shape form Three-dimensional and 2D shapes	Dyeing weaving textural effects Cutting joining stitching	Pattern. Tessellation mosaic Layering. Montage Overlapping

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Digital Media

Process	Technique	Possible Influences
Process, combine and manipulate photographs to create art works Use drawing packages to create artworks and to add to photographs Understand the advantages and limitations of digital tools versus traditional methods	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 Combine and adapt digital images with onscreen drawing effects	Alberto Seveso Stephen Mcmennamy Sean Charmatz Aistė Stancikaite

Key Concepts and Vocabulary

Brush, fill, repair tools Selection tools	Colour palette Opacity	e.g. PicCollage, Pages, Adobe Draw, Photos,

Lugger Class