



LKS2 Cycle A Phase Overview

Art and Design LKS2 Cycle A			
Painting and mixed media: Prehistoric painting	Drawing: Growing artists	Sculpture and 3D: Abstract shape and space	Craft and Design: Ancient Egyptian scrolls
Key artists: Prehistoric and Stone age artwork.	Key artists: Carl Linnaeus, Charles Darwin Georgia O’Keefe, Maud Purdy and Max Ernst.	Key artists: Anthony Caro and Ruth Asawa.	Key artists: Ancient Egyptian Art, paintings and patterns.
Drawing/Painting Composite piece To apply painting skills to create a collaborative cave wall painting.	Drawing Composite piece To apply an understanding of composition to create abstract drawings.	Sculpture Composite piece To design and make a structure that holds its 3D shape.	Craft and Design Composite piece To apply painting and drawing skills in the style of an ancient civilisation.
Subject Specific Vocabulary			
Create sketchbooks to record their observations and use them to review and revisit ideas.		Learn about and take inspiration from notable Artist /architects/designers	
Sketchbook, record, media, explore, exploration, experimentation, try out, plan, collect, sources, identify, interest, like, dislike, effect, express, feelings, notes, techniques, artist, artisan, architect, designers, annotate, refer, inspire, inform		Name of appropriate artist, recognise, techniques, like, dislike, prefer, replicate, copy, notable, artist, artisan, designer, look, discuss, feel, work of artist, inspiration, stimulus, stimuli, share, review, reflect, evaluate	
Improve mastery of art & design techniques			
Drawing Abstract, arrangement, blend, botanical, botanist, composition, cut, dark, even, expressive, form, frame, frottage, geometric, gestural, grip, light, line, magnified, organic, object, pressure, rubbing, scale, scientific, shading, shape, smooth, surface, tear, texture, tone, tool and viewfinder.			
Painting and mixed media Charcoal, composition, negative image, positive image, proportion, sketch, texture, composition, pigment, prehistoric, scaled up, smudging and tone.			



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Sculpture and 3D

Abstract, negative space, sculptor, sculpture, structure, found objects, positive space, three dimensional.

Craft and Design

ancient, civilisation, composition, design, fold, inform, material, papyrus, process, scroll, shape, audience, colour, convey, Egyptian, imagery, layout, painting, pattern, scale, sculpture, technique, zine.

<p>To create sketchbooks to record their observations and use them to review and revisit ideas.</p>	<p>To Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p>To develop techniques, including the control and use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p>	<p>Learn about artists, architects and designers in history.</p>
<p>I can use my sketchbook to generate ideas from a range of stimuli.</p> <p>I can use research and evaluation of techniques to develop and improve my own ideas.</p> <p>I can plan more purposefully for an outcome.</p> <p>I can use my sketchbook purposefully to improve my understanding, develop my ideas and plan for an outcome.</p>	<p><u>Painting and mixed media: Prehistoric painting</u></p> <p>I can use simple shapes to scale up a drawing to make it bigger.</p> <p>I can make a cave wall surface.</p> <p>I can paint on a rough surface.</p> <p>I can create a positive and negative image.</p> <p>I can create a textured background using charcoal and chalk.</p> <p>I can use natural objects to make tools to paint with.</p> <p>I can create natural paints, using natural materials.</p> <p>I can create different textures using parts of a brush.</p> <p>I can use colour mixing to make natural colours.</p>	<p>I can discuss how artists produced work in the past.</p> <p>I can understand the influence and impact of their methods and styles in art today.</p> <p>I can understand how artists use art to convey messages through the choices they make.</p> <p>I can work as a professional designer does, by collating ideas to generate a theme.</p> <p>I can understand the limitations of tools and materials and be able to experiment within more than one medium to create textural effects.</p>



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<p>I can use my sketchbook to generate ideas from a range of stimuli.</p> <p>I can use research and evaluation of techniques to develop and improve my own ideas.</p> <p>I can plan more purposefully for an outcome.</p>	<p><u>Drawing: Growing artists</u></p> <p>I can use shapes identified within objects as a method to draw.</p> <p>I can create tone by shading.</p> <p>I can achieve even tones when shading.</p> <p>I can hold a pencil to shade.</p> <p>I can make texture rubbings.</p> <p>I can use drawing tools to make a rubbing.</p> <p>I can create art from textured paper.</p> <p>I can tear and shape paper.</p> <p>I can use paper shapes to create a drawing.</p> <p>I can make careful observations to accurately draw an object.</p> <p>I can create abstract observations to draw more expressively.</p>	<p>I can understand how artists use art to convey messages through the choices they make.</p> <p>I can understand the limitations of tools and materials and be able to experiment within more than one medium to create textural effects.</p>
<p>I can use my sketchbook to generate ideas from a range of stimuli.</p> <p>I can use research and evaluation of techniques to develop and improve my own ideas.</p> <p>I can plan more purposefully for an outcome.</p>	<p><u>Sculpture and 3D: Abstract shape and space</u></p> <p>I can join 2D shapes to make a 3D form.</p> <p>I can join larger pieces of materials, exploring what gives 3D shapes stability.</p> <p>I can shape card in different ways e.g. rolling, folding and choose the best way to recreate a drawn idea.</p> <p>I can identify and draw negative spaces.</p> <p>I can plan a sculpture by drawing.</p> <p>I can choose materials to scale up an idea.</p> <p>I can create different joins in card e.g. slot, tabs, wrapping.</p> <p>I can add surface detail to a sculpture using colour and texture.</p> <p>I can display sculpture.</p>	<p>I can work as a professional designer does, by collating ideas to generate a theme.</p> <p>I can understand the limitations of tools and materials and be able to experiment within more than one medium to create textural effects.</p>
<p>I can use my sketchbook to generate ideas from a range of stimuli.</p> <p>I can use research and evaluation of techniques to develop and improve my own ideas.</p>	<p><u>Craft and design: Ancient Egyptian scrolls</u></p> <p>I can use a sketchbook to research a subject using different techniques and materials to present ideas.</p> <p>I can construct a new paper material using paper, water and glue.</p> <p>I can use symbols to reflect both literal and figurative ideas.</p> <p>I can produce and select an effective final design.</p> <p>I can make a scroll.</p> <p>I can make a zine.</p> <p>I can use zine to present information.</p>	<p>I can discuss how artists produced work in the past.</p> <p>I can understand the influence and impact of their methods and styles in art today.</p> <p>I can understand how artists use art to convey messages through the choices they make.</p>



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I will know...		
Substantive knowledge		Disciplinary knowledge
Practical	Theoretical	Disciplinary
Making Skills	Knowledge of artists	Evaluating and analysing
<p>Select and use a variety of painting techniques and drawing skills.</p> <p>Use knowledge of colour mixing.</p> <p>Use appropriate tools for tasks e.g. use a fine paintbrush for making detailed marks.</p> <p>Mix colours with greater accuracy.</p> <p>Consider how colours can be used expressively.</p> <p>Modify chosen collage materials in a range of ways by cutting, tearing, re-sizing or overlapping.</p> <p>Layering materials in opposite directions make handmade paper stronger.</p> <p>Use collage as a means of collecting ideas in sketchbooks.</p> <p><u>Sketchbooks</u></p> <p>Use sketchbooks for a wider range of purposes, for example, recording, drawing, annotating, planning and taking next steps in a making process.</p>	<p>Artists have different materials available to them depending on when they live in history.</p> <p>Artists can make their own tools.</p> <p>Artists experiment with different tools and materials to create texture.</p> <p>Artists can work in more than one medium.</p> <p>Artists make decisions about how their work will be displayed.</p> <p>Artists can choose particular materials to communicate a message.</p> <p>Artists can choose what to include in a composition, considering both what looks good together.</p> <p>Designers collect visual ideas from a wide range of resources, sometimes collecting those as a mood board.</p> <p>Artists and designers sometimes choose techniques based on the and money available to them.</p> <p>Artists use drawings to plan ideas for work in different media.</p>	<p>Artists make art in more than one way.</p> <p>There are no rules about what art must be.</p> <p>Art can be purely decorative or it can have a purpose.</p> <p>Artists make choices about what, how and where they create art.</p> <p>Art can be all different sizes.</p> <p>Art can be displayed inside or outside.</p> <p>Art is interpreted differently, depending on how it is displayed.</p> <p>Artworks can fit more than one genre.</p> <p>People use art to tell stories and communicate.</p> <p>People make art to express their views or beliefs.</p> <p>People make art for fun, and to make the world a nicer place to be.</p> <p>People use art to explain or teach things.</p> <p>People make art to explore big ideas, like death or nature.</p> <p>Art can be created to make money; being an artists is a job for some people.</p> <p>Art, craft and design effects the lives of people who see or use something that has been created.</p> <p>Artists make work to explore right and wrong and to communicate their own beliefs.</p> <p>People can have their own opinions about art, and sometimes disagree.</p> <p>One artwork can have several meanings.</p> <p>Art is influenced by the time and place it was made, and this effects how people interpret it.</p> <p>Artists may hide messages or meaning in their work.</p> <p>Artists evaluate what they make and talking about art is one way to do this.</p>



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I will be able to...		
Substantive Knowledge		Disciplinary knowledge
Practical	Theoretical	Disciplinary
Making Skills	Knowledge of artists	Evaluating and Analysing
<p>Develop drawing through direct observation, using tonal shading and begin to apply an understanding of shape to communicate form and proportion.</p> <p>Use hands and tools along with increasingly complex techniques to shape and join materials such as carving and modelling wire.</p> <p>Demonstrate increased skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D effects.</p>	<p>Discuss how artists produced art in the past.</p> <p>Understand the influence and impact of their methods and styles on art today, using their own experience and historical evidence.</p> <p>Understand the tools and materials and be able to experiment within more than one medium and with tools to create textural effects.</p> <p>Consider how to display art work, understand how artists consider their viewer and the impact on them.</p> <p>Use subject vocabulary confidently to describe and compare creative works.</p> <p>Understand how artists use art to convey messages through the choices they make.</p> <p>Work as a professional designer does, by collating ideas to generate a theme.</p>	<p>Confidently explain their ideas and opinions about their own and others' artwork.</p> <p>Understand the breadth of art that there can be and that there are many ways to make art.</p> <p>Begin to interpret meaning and purpose of artwork, understanding how artists can use art to communicate.</p> <p>Begin to carry out a problem-solving process and make changes to improve their work.</p> <p>Use more complex vocabulary when discussing their own and others' art.</p> <p>Discuss art considering how it can affect the lives of the viewers or users of the piece.</p> <p>Evaluate their work more regularly and independently during the planning and making process.</p>



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