

Hemingbrough Community Primary School  
Lower Key Stage Two  
Art and Design



Pupils at Lower Key Stage Two will be taught:

- To create sketch books to record observations and use them to review and revisit ideas.
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with arrange of materials.
- About great artists, architects and designers in history.

Drawing

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| Experiment with ways in which surface detail can be added to drawings.<br>Use sketch books to collect and record visual information from different sources.<br>Draw for a sustained period of time at an appropriate level.                                     | <u>Lines and Marks</u><br>Make marks/lines with a wide range of drawing implements.<br>Experiment with different grades of pencil and other implements to create lines and marks.   | <u>Shape and Form</u><br>Experiment with different grades of drawing implements to draw different forms and shapes.<br>Begin to show awareness of objects having a third dimension. | <u>Tone</u><br>Experiment with different implements to achieve variations in tone.<br>Apply tone in a simple way.   | <u>Texture</u><br>Create textures with a range of drawing implements.<br>Apply a simple use of pattern and texture in drawing.   |   |
| Digital Media   | Painting  | Printing  | Textiles  | 3d/Sculpture   | Collage   |
| Record and collect visual information using cameras/i pads<br><br>Present recorded visual images using for eg. Powerpoint<br><br>Use graphics package to create images and effects with:<br><u>Lines</u> by controlling the brush tool with increased precision | Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects<br><br>Work on a range of scales eg. Thin brush on small picture<br><br>Create different effects and textures with paint | Create printing blocks using a relief or impressed method<br><br>Create repeating patterns within a design/image<br><br>Print with two colour overlays                              | Use a variety of techniques eg. Printing, dyeing, weaving and stitching to create different textural effects<br><br>Use the correct tool for the material<br><br>Develop skills in stitching, cutting and joining | Plan, design and make models from observation or imagination<br><br>Join clay adequately and construct a simple base for extending and modelling other shapes<br><br>Create surface patterns and textures in a malleable material and to 3D models | Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures |

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| <p>Changing the brush type to an appropriate style</p> <p>Create <u>Shapes</u> by making selections to cut and repeat</p> <p>Experiment with <u>Colours</u> and <u>Textures</u> by making appropriate choice of special effects and filters to manipulate and create images for a specific purpose</p> | <p>according to the task in hand</p> <p><u>Colour</u><br/>Mix and match colours and know which primary colours make secondary colours</p> <p>Mix and use tints and shades</p> |  |  | <p>Use paper mache to create a simple 3D object</p> |  |
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Artists, Architects and Designers

Find out facts about artists etc, their lives and works  
 Talk about the techniques used and apply them in their own work  
 Express likes/dislikes for the work of others