

Hemingbrough Community Primary School
Upper Key Stage Two
Art and Design



Pupils at Upper 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

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 observational skills using a variety of view finders.

Use a sketchbook to collect and develop ideas.
Identify artists who have worked in a similar way to them.

Lines, Marks, Tone, Form and 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 eg. Shading, hatching within their own work.
Start to develop their own style.

Perspective and Composition
Begin to use simple perspective in their own work.
Begin to develop an awareness of composition, scale and proportion in their work eg. Foreground, middle ground and background.
Show an awareness of how paintings are created (composition).

| Digital Media | Painting | Printing | Textiles | Sculpture/3D | Collage |
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| Record, collect and store visual information using digital cameras and i pads. Present recorded visual images using powerpoint. | Develop a painting from a drawing. Carry out preliminary studies trying out different media and materials and mixing appropriate colours. | Create printing blocks by simplifying an initial sketch book idea. Use relief or impressed method. | Use materials to create 3D structures. Use different grades of threads and needles. Experiment with batik techniques. | Shape, form, model and construct from observation or imagination. Use re-cycled, natural and manmade materials to create sculptures. | Add collage to a painted, printed or drawn background. Use a range of media to create collages. |

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| <p>Use a graphics package to create and manipulate new images. Be able to import an image into own work.</p> | <p>Create imaginative work from a variety of sources eg. Observational drawing, themes, poetry music.</p> <p><u>Colour</u> Mix and match colours to create atmosphere and light effects</p> <p>Be able to identify primary, secondary, complementary and contrasting colours.</p> <p>Work with complementary colours.</p> | <p>Create prints with three overlays.</p> <p>Work into prints with a range of media eg. Pens, coloured pens and paints.</p> | <p>Experiment with a range of media to overlap and layer, creating interesting colours, textures and effects.</p> | <p>Plan a sculpture through drawing and other preparatory work.</p> <p>Develop skills in using clay, including slabs, coils, slips.</p> <p>Produce increasingly intricate patterns and textures in a malleable material.</p> | <p>Use different techniques, colours and textures etc when designing and making pieces of work.</p> <p>Use collage as a means of extending work from initial ideas.</p> |
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Artists, Architects and Designers

Discuss the work of others, including how it makes them feel.
Study in some depth the work and life of other artists etc.
Experiment with different techniques and apply to their own work.
Collect in their sketch books a 'gallery' of work by others to use as reference in own work.