Art & Design

Essential Characteristics of Artists

* The ability to use visual language skilfully and convincingly (for examples, line, shape, pattern, colour, texture, form) to express emotions, interpret observations, convey insights and accentuate their individuality.
* The ability to communicate fluently in visual and tactile form.
* The ability to draw confidently and adventurously from observation, memory and imagination.
* The ability to explore and invent marks, develop and deconstruct ideas and communicate perceptively and powerfully through purposeful drawing in 2d, 3d and digital media.
* An impressive knowledge of other artists, craft makers and designers.
* The ability to think and act like creative practitioners by using their knowledge and understanding to interpret ideas, observations and feelings.
* Independence, initiative and originality which they can use to develop their creativity.
* The ability to select and use materials, processes and techniques, skilfully and inventively to realise intentions and capitalise on the unexpected.
* The ability to reflect on, analyse and critically evaluate their own work and that of others.
* A passion for and a commitment to the subject.

Key Concepts:

* **Develop ideas** – This concept involves understanding how ideas develop through an artistic process.
* **Master Techniques** – This concept involves developing a skill set so that ideas may be communicated.
* **Take inspiration from the greats** – This concept involves learning from the artistic process and techniques of great artists and artisans throughout the history.

Art & Design Y1/2(milestone 1)

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **CYCLE A** | | | **CYCLE B** | | | **CYCLE C** | | |
|  | **AUT**  **19**  **Fire and Ice** | **SPR**  **20**  **Under the sea** | **SUM**  **20**  **Once upon a time** | **AUT**  **20**  **Superheroes** | **SPR**  **21**  **India** | **SUM**  **21**  **Transport** | **AUT**  **21**  **I remember** | **SPR**  **22**  **Amazing Africa** | **SUM**  **22**  **Castles**  **William Morris** |
| **Develop Ideas** | | | | | | | | | |
| • Respond to ideas and starting points. | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** |
| • Explore ideas and collect visual information. |  | **✓** |  |  | **✓** |  |  |  |  |
| • Explore different methods and materials as ideas develop. |  | **✓** |  |  | **✓** |  |  |  |  |
| **Master Techniques** | | | | | | | | | |
| 1. Painting |  |  |  | **✓** |  |  |  |  |  |
| • Use thick and thin brushes. | **✓** |  |  | **✓** |  |  | **✓** |  |  |
| • Mix primary colours to make secondary. | **✓** |  |  | **✓** |  |  | **✓** |  |  |
| • Add white to colours to make tints and black to colours to make tones. | **✓** |  |  | **✓** |  |  |  |  |  |
| • Create colour wheels. Yr 2 | **✓** |  |  | **✓** |  |  | **✓** |  |  |
| 1. Collage |  | **✓** |  |  |  |  |  |  |  |
| • Use a combination of materials that are cut, torn and glued. |  | **✓** |  |  |  |  |  |  |  |
| • Sort and arrange materials. |  | **✓** |  |  |  |  |  |  |  |
| • Mix materials to create texture. |  | **✓** |  |  |  |  |  |  |  |
| 1. Sculpture |  |  |  |  |  |  |  | **✓** |  |
| • Use a combination of shapes. |  |  |  |  |  |  |  | **✓** |  |
| • Include lines and texture. |  |  |  |  |  |  |  | **✓** |  |
| • Use rolled up paper, straws, paper, card and clay as materials. |  |  |  |  |  |  |  | **✓** |  |
| • Use techniques such as rolling, cutting, moulding and carving. |  |  |  |  |  |  |  | **✓** |  |
| 1. Drawing |  |  |  |  |  | **✓** |  |  | **✓** |
| • Draw lines of different sizes and thickness. |  |  | **✓** |  |  | **✓** |  |  | **✓** |
| • Colour (own work) neatly following the lines. |  |  | **✓** |  |  | **✓** |  |  | **✓** |
| • Show pattern and texture by adding dots and lines. |  |  | **✓** |  |  | **✓** |  |  | **✓** |
| • Show different tones by using coloured pencils. |  |  | **✓** |  |  | **✓** |  |  | **✓** |
| 1. Print | **✓** |  |  | **✓** |  |  |  |  | **✓** |
| • Use repeating or overlapping shapes. | **✓** |  |  | **✓** |  |  |  |  | **✓** |
| • Mimic print from the environment (e.g. wallpapers). | **✓** |  |  | **✓** |  |  |  |  | **✓** |
| • Use objects to create prints (e.g. fruit, vegetables or sponges). | **✓** |  |  | **✓** |  |  |  |  | **✓** |
| • Press, roll, rub and stamp to make prints. | **✓** |  |  | **✓** |  |  |  |  | **✓** |
| 1. Textiles |  |  |  |  | **✓** |  | **✓** |  |  |
| • Use weaving to create a pattern. |  |  |  |  | **✓** |  | **✓** |  |  |
| • Join materials using glue and/or a stitch. |  |  |  |  | **✓** |  |  | **✓** |  |
| • Use plaiting. |  |  |  |  | **✓** |  |  | **✓** |  |
| • Use dip dye techniques. |  |  |  |  | **✓** |  |  | **✓** |  |
| 1. Digital Media |  | **✓** | **✓** |  |  |  |  | **✓** |  |
| • Use a wide range of tools to create different textures, lines, tones, colours and shapes. |  | **✓** | **✓** |  |  |  |  | **✓** |  |
| **Take inspiration from the greats** | | | | | | | | | |
| • Describe the work of notable artists, artisans and designers. | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** |
| • Use some of the ideas of artists studied to create pieces. | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** | **✓** |