

Key Stage 2 YEAR 3 ART AND DESIGN

National Curriculum KS2 Programme of Study	Chris Quigley Essential Skills Milestone 2	
	<u>Overarching Objective</u> 3. To take inspiration from the greats (classic and modern) <ul style="list-style-type: none"> • Replicate some of the techniques used by notable artists, artisans and designers • Create original pieces that are influenced by studies of others. 	
<p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> • to create sketch books to record their observations and use them to review and revisit ideas • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials <i>[for example, pencil, charcoal, paint, clay]</i> • about great artists, architects and designers in history. 	1. To develop ideas	<ul style="list-style-type: none"> • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language.
	2. To master techniques: <u>Collage</u>	<ul style="list-style-type: none"> • Select and arrange materials for a striking effect. • Ensure work is precise. • Use mosaic and montage.
	2. To master techniques: <u>Printing</u>	<ul style="list-style-type: none"> • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Make printing blocks (<i>e.g. from coiled string glued to a block</i>). • Make precise repeating patterns.
	2. To master techniques: <u>Digital Media</u>	<ul style="list-style-type: none"> • Create images, video and sound recordings and explain why they were created.
	2. To master techniques: <u>Drawing</u>	<ul style="list-style-type: none"> • Use different hardnesses of pencils to show line, tone and texture. • Annotate sketches to explain and elaborate ideas. • Sketch lightly (<i>no need to use a rubber to correct mistakes</i>). • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture.