



## Handale Primary School

'Sticky Knowledge' – Learn more and remember more

# Art

## Key Stage 1

	Year 1	Year 2
<u>Using Materials</u>  <b>Key Stage 1</b> -Use a range of materials creatively to design and make products	-know how to cut, roll and coil materials -know how to use IT to create a picture	-know how to create a printed piece of art by pressing, rolling, rubbing and stamping -know how to make a clay pot and know how to join two clay finger pots together -know how to use different effects within an IT paint package
<u>Drawing</u>  <b>Key Stage 1</b> Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	-know how to show how people feel in paintings and drawings. -know how to use pencils to create lines of different thickness in drawings.	-choose and use three different grades of pencil when drawing --know how to use charcoal, pencil and pastel to create art -know how to use a viewfinder to focus on a specific part of an artefact before drawing it
<u>Using colour, pattern, texture, line, form, space and shape</u>  <b>Key Stage 1</b> -Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and shape	-know how to create moods in art work -Know the names of the primary and secondary colours. -know how to create a repeating pattern in print	-know how to mix paint to create all the secondary colours -know how to create brown with paint -know how to create tints with paint by adding white and know how to create tones with paint by adding black
<u>Range of artists</u>  <b>Key Stage 1</b> -Study a range of artists, craft makers and designers.	-describe what can be seen and give an opinion about the work of an artist -ask questions about a piece of art	-suggest how artists have used colour, pattern and shape -know how to create a piece of art in response to the work of another artist

## Key Stage 2

	Year 3	Year 4	Year 5	Year 6
<u>Drawing, painting and sculpture</u> <b>Key Stage 2</b> -Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g pencil, charcoal, paint, clay)	-know how to show facial expressions in art. -know how to use different grades of pencil to shade and to show different tones and textures -know how to create a background using a wash -know how to use a range of brushes to create different effects in painting	-know how to show facial expressions and body language in sketches and paintings -know how to use marks and lines to show texture in art. -know how to use line, tone, shape and colour to represent figures and forms in movement. -know how to express emotion in art -know how to create an accurate print design following given criteria.	-know how to use shading to create mood and feeling -know how to organise line, tone, shape and colour to represent figures and forms in movement. -know how to print onto different materials using at least four colours. -know how to sculpt clay and other mouldable materials.	-know how to overprint to create different patterns -know which media to use to create maximum impact -use a full range of pencils, charcoal or pastels when creating a piece of observational art
<u>Study of great artists</u> <b>Key Stage 2</b> -Great artists, architects and designers in history	-know how to identify the techniques used by different artists -know how to compare the work of different artists -recognise when art is from different cultures -recognise when art is from different historical periods	-experiment with the styles used by other artists. -explain some of the features of art from historical periods. -know how different artists developed their specific techniques	-research the work of an artist and use their work to replicate a style.	-explain the style of art used and how it has been influenced by a famous artist -understand what a specific artist is trying to achieve in any given situation -understand why art can be very abstract and what message the artist is trying to convey.
<u>Using sketch books</u> <b>Key Stage 2</b>	know how to use sketches to produce a final piece of art- know how to use digital images and	-know how to integrate digital images into artwork.	-experiment by using marks and lines to produce texture	-explain why different tools have been used to create art

<p>-Create sketch books to record their observations and use them to review and revisit ideas.</p>	<p>combine with other media know how to use IT to create art which includes their own work and that of others</p>	<ul style="list-style-type: none"> <li>-Use sketchbooks to help create facial expressions</li> <li>-use sketchbooks to experiment with different texture</li> <li>-use photographs to help create reflections</li> </ul>	<ul style="list-style-type: none"> <li>-experiment with shading to create mood and feeling</li> <li>-experiment with media to create emotion in art</li> <li>-know how to use images created, scanned and found; altering them where necessary to create art</li> </ul>	<ul style="list-style-type: none"> <li>-explain why chosen specific techniques have been used know how to use feedback to make amendments and improvement to art</li> <li>-know how to use a range of e-resources to create art</li> </ul>
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