

In art and design we will learn to:

Develop Ideas

- Develop ideas from first hand observation, experience and imagination.
- 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.

Master Techniques

Drawing

- Use different hardness of pencils to show line, tone and texture.
- Annotate sketches to explain and elaborate ideas.
- Sketch lightly (no rubber to correct mistakes).
- Use shading to show light and shadow.
- Use hatching and cross hatching to show tone and texture.
- Use a view finder to select an area of a subject for drawing.
- Continue to observe and develop the drawing of landscapes, patterns, faces and objects, with increasing accuracy.
- Draw for a sustained period of time at their own level.

Painting

- Use a number of brush techniques (e.g. stippling, blending, scraffito, dry brush, wet on wet) using a range of brushes to produce shapes, textures, patterns and lines.
- Mix colours effectively.
- Use watercolour paint to produce washes for backgrounds then add detail.
- Experiment with creating mood with colour.

Collage

- Select and arrange materials for a striking effect.
- Ensure work is precise.
- Use coiling, tessellation, overlapping, mosaic and montage.

Sculpture

- Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).
- Include texture that conveys feelings, expression or movement.
- Make strong, well-joined sculpture from clay and other mouldable materials.
- Add materials to provide interesting detail.
- Use the natural world in their artwork.
- Design and construct puppets.

Print

- Use layers of two or more colours.
- Replicate patterns observed in natural and built environments.
- Make printing blocks (e.g. collagraph, etching).
- Make repeating patterns.

Textiles

- Shape and stitch materials.
- Use basic cross stitch and back stitch.
- Colour fabric.
- Create weavings.
- Quilt, pad and gather fabric.

Digital Media

- Create images, video and sound recordings and explain why they were created.

Take Inspiration from the Greats

- Replicate some of the techniques used by notable artisans and designers.
- Create original pieces that are influenced by the study of others.

Artists, cultures, designers and crafts people who will inspire us:

Leonardo Da Vinci	David Hockney	Henry Moore
Amedeo Modigliani	Quentin Blake	Pablo Picasso
Albrecht Durer	Arthur Rackham	Marlene Dumas
Giorgio Morandi	Bridget Riley	Joan Miro
Paul Klee	Wassily Kandinsky	Jackson Pollock
Mark Rothko	Piet Mondrian	Pacita Abad
Frida Kahlo	L. S. Lowry	Jean-Michel Basquiat
Roy Lichtenstein	Chris Ofili	Vincent Van Gogh
Gustav Klimt	Hundertwasser	Katsushika Hokusai
Georges Seurat	Mark Herald	Clover Robin
Eric Carle	Henri Matisse	Richard Hamilton
Michelle Thompson	Anthony Gormley	Alberto Giacometti
Franz Messerschmidt	Barbara Hepworth	Alexander Calder
Anthony Caro	Naum Gabo	Andy Goldsworthy
Peter Randell-Page	Joseph Cornell	William Morris
Andy Warhol	Eric Ravilious	Yinka Shonibare
Sonia Delaunay	Mann Ray	Steve McCurry
Islamic art	Traditional African and Indian print and textiles techniques	