



# Eastwood Village Primary School

## KS2 (Lower) – Art Skills



### Exploring and Developing Ideas

### Evaluating and Developing Work

1. Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.
2. Question and make thoughtful observations about starting points and select ideas to use in their work.
3. Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.

1. Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.
2. Adapt their work according to their views and describe how they might develop it further.
3. Annotate work in sketchbook.

#### Drawing

#### Painting

#### Printing

#### Textiles

#### 3-D and sculpture

#### Collage

#### Digital Media



Experiment with ways in which surface detail can be added to drawings.

Use sketchbooks to collect and record visual information from different sources.

Draw for a sustained period of

Experiment with different effects and textures ink. blocking in colour, washes, thickened paint creating textural effects

Work on a range of scales e.g. thin brush on small picture etc.

Create printing blocks using a relief or impressed method

Print simple pictures using different printing techniques.

Create repeating patterns

Print with two colour overlays

Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects and patterns

Match the tool to the material

Develop skills in stitching, cutting and joining

Plan, design and make models from observation or imagination

Join clay adequately and construct a simple base for extending and modelling other shapes

Create and combine shapes to create recognisable forms

Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures

Use collage as a means of collecting ideas and information and building a visual vocabulary

Record and collect visual information using digital cameras and video recorders

Present recorded visual images using software e.g. Photostory, PowerPoint

Use a graphics package to create

<p>time at an appropriate level.</p> <p><u>Lines and Marks</u> Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc.</p> <p>Experiment with different grades of pencil and other implements to create lines and marks.</p> <p><u>Shape</u> Experiment with different grades of pencil and other implements to draw different forms and shapes.</p> <p>Begin to show an awareness of objects having a third dimension.</p> <p><u>Tone</u></p>	<p>Create different effects and textures with paint according to what they need for the task.</p> <p><u>Colour</u> Mix colours and know which primary colours make secondary Colours</p> <p>Use more specific colour language</p> <p>Mix and use tints and shades</p> <p>Create colour palettes to match an image</p>	<p>Experiment with overprinting motifs and colour</p> <p>Recognise prints and patterns in the environment</p> <p>Work safely, organise working are and clean and care for tools.</p>	<p>Use different types of stitched such as cross stitch and back stitch</p>	<p>(e.g. shapes made from nets or solid materials).</p> <p>Create surface patterns and textures in a malleable material</p> <p>Use paper-mache to create a simple 3D object</p> <p>Experiment with paste resist.</p> <p>Use a range of materials to create models of varying sizes</p> <p>Work safely, organise working are and clean and care for tools.</p>	<p>Use a limited colour palettes to experiment with striking effects.</p> <p>Able to use simple mosaic skills. Able to use cutting skills to repeat patterns.</p>	<p>images and effects by:</p> <p>Using <u>Lines</u> and controlling the brush/tool with increased precision</p> <p>Changing the type of brush to an appropriate style e.g. charcoal</p> <p>Create <u>shapes</u> by making selections to cut, duplicate and repeat</p> <p>Experimenting with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose.</p>
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<p>Experiment with different grades of pencil and other implements to achieve variations in tone.</p> <p>Apply tone in a drawing in a simple way.</p> <p><u>Texture</u> Create textures with a wide range of drawing implements.</p> <p>Apply a simple use of pattern and texture in a drawing.</p>						
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