



Art: Key Stage 2

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Using Sketchbooks		Drawing, painting and sculpture	Study of great artists
create sketch books to record their observations and use them to review and revisit ideas		improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	great artists, architects and designers in history
Year 3	- know how to use sketches to produce a final piece of art - know how to use digital images and combine with other media know how to use IT to create art which includes their own work and that of others	- 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 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



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Year 4	- know how to integrate digital images into artwork. - Use sketchbooks to help create facial expressions - use sketchbooks to experiment with different texture - use photographs to help create reflections	- 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 and know how to show reflections - know how to print onto different materials using at least four colours. - know how to sculpt clay and other mouldable materials.	- 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



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Year 5	- experiment by using marks and lines to produce texture - experiment with shading to create mood and feeling - experiment with media to create emotion in art - know how to use images created, scanned and found; altering them where necessary to create art	- 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 express emotion in art - know how to create an accurate print design following given criteria.	research the work of an artist and use their work to replicate a style



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Year 6	- explain why different tools have been used to create art - explain why chosen specific techniques have been used know how to use feedback to make amendments and improvement to art - know how to use a range of e-resources to create art	- 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	- 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