

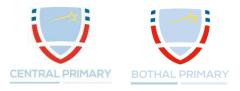
Art and Design Key stage aims:

The key aims for pupils within key stage 1 in terms of art and design are to:

- Be able to use a range of materials, creatively, to design and make products.
- Use drawing, painting and sculpture to develop and share their ideas, experiences, and imagination. Develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form, and space.
- Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between practices and disciplines, and making links to their own work.

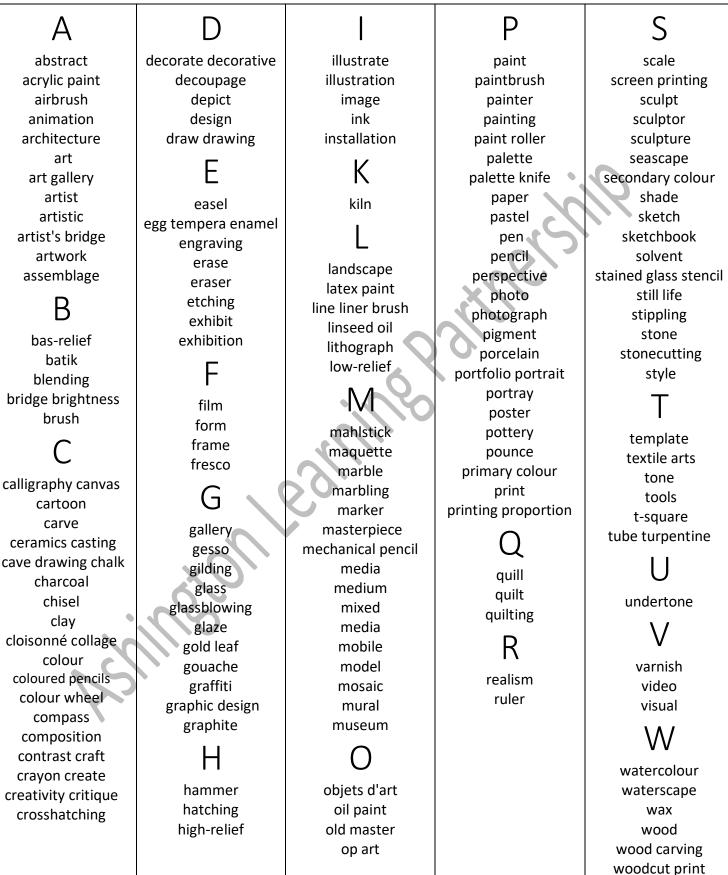
The key aims for pupils within key stage 2 in terms of art and design are to:

- Create sketchbooks to record their observations and use those sketchbooks to review and revisit ideas.
- Improve their mastery of art and design techniques including pencil, charcoal, paint, and clay.
- Learn about great artists, architects and designers in history.





Useful Vocabulary:



wood engraving







Activities in each year group:

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
group						
1	How can I represent myself using art?		How can I represent myself using art?		Who are the local artists in our area and what can we learn from their art?	
2	How can I represent my feelings and emotions through art?		How can I represent my feelings and emotions through art?		Technology focus	
3	How did Stone age people record their history using art?	How did the Roman's create Mosaics and what was the purpose?	How did the Roman army use art and design? What effect did the eruption have on the people of Pompeii?	Artist study - range of artists and styles focusing on mountains	Who is Guisseppe Archimboldo and how does his artwork reflect today?	Can you design packaging for a brand you have created?
4	How did the Anglo Saxons use print?	How can you portray a character (Viking God) through colour, tone, texture and media?	What impact did native American art have in history?	What can we learn about native American beliefs through the art they produced?	How can you design a logo for a sustainable sandwich company?	Artist study - sea creatures and underwater seascapes
5	How can you design a Tudor puppet based on your knowledge and understanding?		0/1	Canopic jars exploration - what were they? How were they used? How were they designed?	Artist studies - Using a range of techniques (including drawing and painting) while studying Expressionist, Impressionist and Surrealist art. Perspective	
6	Artist studies - How have artists through history represented the Northern lights?	How can we use snow?	e media to captu	ire ice and	Día de los Muertos study - looking at artists who created sugar skulls (Frida Karlo)	Maya Stelae carving investigation

