Art - Year 2 Spring 1 - Sculpture and mixed media

Week	NC Objectives	Focus	Remember (prior knowledge)	Know (new knowledge)
1	 To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. To use a range of materials creatively to design and make products. 	Superhero figures	 To know how to create a beach scene using shapes. (design) To know that abstract art uses lots of shapes. To know what composition means. 	 To know they can design a superhero sculpture by bending wire/pipe cleaners into a shape. To know how to make arms, legs and a body using plasticine. To know how to show an awareness of proportions of limbs in their sculpture. (form)
2	- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	Drawing expressions	 To know how to draw different types of lines. To know there are different types of lines and know how to create them. To know how music can inspire the marks and lines they make. 	 To know that the parts of the face that convey most emotion are the eyes, mouth and eyebrows. To know they can create different expressions by altering the eyes, mouth and eyebrows.
3	 To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Be taught about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. 	Multimedia superheroes: Part 1	 To know how to draw around a 2D shape and overlap. To know how to identify different textures in a scene. To know the appropriate materials to create different textures and apply them. To know they can make decisions about their work by: carefully tearing their rubbings into shapes. 	 To know they can draw around a member of their group in a superhero pose. (line) To know they can add shapes and words to their superhero art piece. (design) To know they can use materials to add texture to their artwork.
4	 To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Be taught about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. 	Multimedia superheroes: Part 2	 To know when they mix primary colours they make secondary colours. To develop painting skills to mix primary colours to make secondary colours. To know that a small paintbrush can be used to create finer detail. 	 To know how to blend paint colour washes into their artwork. To know how to blend two primary colour paint washes together to make a secondary colour. To know how to create a dot matrix effect in the style of Roy Lichtenstein. To know how to create shadow effects within the artwork by outlining the figures in black.

5	- To develop a wide range of art and design	Multimedia	- To know that light colours stand out more	- To know that they can study their own work
	techniques in using colour, pattern, texture,	superheroes:	and darker colours recede. (tone)	to see which sections are missing colour
	line, shape, form and space.	Part 3	- To know when they mix primary colours	- To know how to use pastels to add colour in
	- Be taught about the work of a range of		they make secondary colours.	areas <u>not</u> already filled with comic collage or
	artists, craft makers and designers,		- To develop painting skills to mix primary	fingerprint dots.
	describing the differences and similarities		colours to make secondary colours.	- To know how to blend two primary pastel
	between different practices and disciplines,			colours to make a secondary colour.
	and making links to their own work.			- To know how to shade tones to the edge
				with few gaps and with a neat finish. (line)