

ART AND DESIGN - YEAR 2

<i>DRAWING</i>	<i>PAINTING</i>	3D	PRINTMAKING	TEXTILES
<ul style="list-style-type: none"> *Control a pencil * Begin to produce linear tones, patterns and textures *Use patterns and textures as part of their work *Confident working from observation and imagination *Use the sketchbook to record ideas and use different materials *Gather information, plan and develop ideas for their own work *Express feelings through drawing *Produce a range of tones using colour pencils *Work on different surfaces *Review their own work and identify changes to develop the work further *Discuss ideas and the work of others: <i>Durer, Da Vinci, Cezanne</i> 	<ul style="list-style-type: none"> *Organise own area and clear away *Mix and match colours *Predict colour mixing results *Lighten and darken without black or white *Make own black *Store information in sketchbook about colour mixing, brush marks *Experience and make own colour wheel *Use language appropriate to the skill *Produce end pieces from an art computer programme *Work over different timescales in different ways *Review work and develop further *Discuss own and others' work expressing thoughts and feelings: <i>Pollock, Riley, Monet, Aboriginal work</i> 	<ul style="list-style-type: none"> Work safely taking care of equipment and clearing away *Shape, form and model from imagination and/or real life *Experience relief and free standing sculpture *Develop experience of assemblage including collage *Explore carving *Plan and develop ideas in sketchbook making choices about media *Identify different forms of sculpture: form/function *Look at surface patterns and textures *Review work and think about future changes/development * Discuss own work and that of: <i>Hepworth, Arp, Nevelson, Gabo</i> 	<ul style="list-style-type: none"> *Plan and create repeating print patterns *Print two colour overlays *Continue to develop relief and impressed printing processes *Use sketchbook for recording textures and patterns which are rubbed or printed *Use language appropriate to skill *Review work and identify changes and how work can be developed further *Discuss own work expressing thoughts and feelings: <i>Packaging, Hiroshige, Escher</i> 	<ul style="list-style-type: none"> *Weave either flat or 3D *Sew a range of stitches *Develop ideas in the sketchbook *Experience different threads, strings and materials *Have a go at Batik, silk painting, tie dying *Develop language in textiles *Review the work that they have done and think about how the work can be improved *Discuss their work with peers and adults and talk about their feelings and apply their own knowledge: <i>Textiles from other countries</i>