

Art & Design Year 2	
Drawing	<ul style="list-style-type: none"> • Understand where they might use different grades of pencil in their drawing and why • Use charcoal and pastels to create different drawing styles • Create different tones using light and dark • Use different shading techniques to create different tones • Show patterns and texture in their drawings
Painting	<ul style="list-style-type: none"> • Mix paint to explore colour theory • Create different shades of a colour • Experiment with watercolour techniques to create different effects
Printing	
Sketching	<ul style="list-style-type: none"> • Begin to demonstrate their ideas through sketching • Make links with an artist and show this in their sketches • Use their sketches as a mode to record experimentation
3D	<ul style="list-style-type: none"> • Mould, form, shape and bond materials to create a 3D form • Use bonding techniques to add parts onto their sculpture • Apply a smooth surface to a sculptural form • Add line and shape to their work
Collage	<ul style="list-style-type: none"> • Interpret an object through collage • Use different kinds of media to embellish and add details onto collages and explain what effect this has
Use of ICT	
Knowledge	<ul style="list-style-type: none"> • Make links to an artist to inspire work • Make topic links to their art • Say how other artists/craftmakers/designers use colour, pattern and shape
Artist/craft maker/designer to study	Edvard Munch Modigliani Anthony Gormley
Artistic terms related to topic (Key vocabulary)	Related Vocabulary
Greater Depth:	<ul style="list-style-type: none"> • Make comparisons between their own work and other artists

	<ul style="list-style-type: none">• Articulate what they are trying to express in their own artwork• Make suggestions for improvements in their own and other's artwork• Transfer skills into a different medium eg using drawing skills when painting
Topic/Novel Link:	

Defined End Point
<ul style="list-style-type: none">- With increased confidence experiment with a range of materials creatively to design (using drawing, painting and sculpture) to develop ideas- - After examining the work of a range of artists, begin to develop a wide range of techniques using colour, pattern, texture, line, shape, forma and space with increasing precision