

Art & Design

Areas of study KS1:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- To develop a wide range of art and design techniques in 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 different practices and disciplines, and making links to their own work.

Areas of study KS2:

Key stage 2 Pupils should be taught:

- to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.
- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture, with a range of materials [for example, pencil, charcoal, paint, clay]
- Learn about great artists, architects and designers in history.

The categories of knowledge in Art & Design are:

1. Practical
2. Theoretical
3. Disciplinary

Substantive knowledge - this is the subject knowledge, core skills and explicit vocabulary used to learn about the content.

Drawing, painting, printing, sketching, collage, 2D and 3d forms and ICT.

Disciplinary knowledge - The knowledge children acquire to help them understand the subject as a discipline. It is the knowledge that helps children answer the questions *What is art? What counts as art? What makes an artist? What is valid and of quality?* Disciplinary knowledge sits at the heart of the subject and is the knowledge which allows pupils to decipher quality and value, and appreciate the nature of artistic practice and be able to answer the question *what is art?*

A. Practical - Pupils should be equipped with the practical knowledge to engage in making intended artistic outcomes with emerging proficiency. Pupils should be taught the component knowledge such as:

- **Methods and techniques:** shading, mono-printing, collage
- **Media and materials:** Pencil, pen, paper, wire, clay, poster paint
- **Formal elements:** Line, tone, shape, colour, form, pattern, texture

B. Theoretical - Pupils learn the history of art. The component knowledge pupils learn will be the meanings and interpretations, how artists have used materials and processes, journeys and connections of themes and ideas through time. Pupils are taught about a range of art and artists.

Paradigms of Art

Do pupils learn about the different **paradigms of art? Including traditional, modern & contemporary**

Children can engage in **debate and dialogue** about art?

Pupils learn about the **varying nature of art** and are **explicitly taught** about the many different and **contradictory examples of Art**. For example, pupils look at examples of experts at work; painters, ceramicists and performance artists, or explore ways of drawing representational, expressive or using unusual materials. In these different examples of art, pupils should learn how notions of validity and quality have been expressed. For example, pupils in key stage 1 are shown examples of art using a variety of practices and disciplines that have the same theme of subject matter, encouraging pupils to describe the differences and similarities.

In key stage 2, pupils are taught how themes or genres have changed over time. For example, how artists used materials and media to portray human form.

Practical – Domains of Knowledge			Formal Elements of Art & Design		
Specialisms	Media & Materials		Methods and Techniques	‘Visual tools that the artist uses to create a composition’	
Drawing	Graphite Pen (2b, 4b, 6b, 2h) Eraser Coloured pencils Brush & Ink Charcoal Chalk Oil Pastel Soft Pastel Crayon		Line quality, Mark Making, hatching, cross hatching, scribble, stippling, blending, shading, sketching, enlarging, reducing, collage, primary and secondary observational drawing, layering, gridding, view finder, primary and secondary observation, blind drawing	Line	A Line is the path left by a moving point
				Shape	A shape is an area enclosed by a line
Painting	Watercolour (pan & tube) Acrylic Gouache Tempera Oils	Papers Brushes Palette knife Rollers Sponges	Under painting, blocking in, wet on wet, building up, dry brushing, s’graffito, washes, underpainting, glazing, stippling, dabbing, palette, wax resist	Form	Form is a three-dimensional shape such as a sphere, cube or cone
				Tone	Tone means the lightness or darkness of something s
				Colour	Three primary colours: Red, Blue and Yellow. By mixing two primary colours you get a secondary colour: Orange, green and purple
Sculpture	Clay Card & cardboard Plaster Wax Wood Textiles		Modelling, carving, fixing or joining materials such as card, metals and plastics, using processes such as soldering, brazing, welding, gluing,	Texture	Texture is the surface quality of something, the way something feels or looks like it feels
				Pattern	A pattern is a design that is created by repeating other formal elements e.g line, shape, colours