

Art and Design UKS 2

Develop ideas	Create original pieces that are influenced by studies of others
	Collect information, sketches and resources and present ideas imaginatively in a sketch book.
	Use the qualities of materials to enhance ideas
	Spot the potential in unexpected results as work progresses
	Comment on artworks using the language of art
Painting	Sketch (lightly) before painting to combine line and colour
	Create a colour palette based upon colours observed in the natural or built world
	Use the qualities of watercolour and acrylic paints to create visually interesting pieces
	Combine colours, tones and tints to enhance the mood of a piece
	Use brush techniques and the qualities of paint to create texture
	Develop a personal style of painting, drawing upon ideas from other artists
Collage	Mix textures (rough and smooth, plain and patterned)
	Combine visual and tactile qualities
	Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations
Sculpture	Use tools to carve and add shapes, texture and pattern
	Combine visual and tactile qualities
	Use frameworks (such as wire or moulds) to provide stability and form
Drawing	Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).
	Use a choice of techniques to depict movement, perspective, shadows and reflection
	Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).
	Use lines to represent movement
Printing	Build up layers of colours
	Create an accurate pattern, showing fine detail
	Use a range of visual elements to reflect the purpose of the work
	Show precision in techniques
Textiles	Choose from a range of stitching techniques
	Combine previously learned techniques to create pieces linked to topics
Digital media	Enhance digital media by editing (including sound, video, animation, still images and installations)
To take inspiration from the greats (classic and modern)	Give details (including own sketches) about the style of some notable artists, artisans and designers
	Show how the work of those studied was influential in both society and to other artists
	Create original pieces that show a range of influences and styles