

**Art – Year 2 – Autumn Term 1: Land Ahoy! MTP**

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p><b>The national curriculum for Art and Design aims to ensure that all pupils:</b></p> <ul style="list-style-type: none"> <li>Produce creative work, exploring their ideas and recording their experiences</li> <li>Become proficient in drawing, painting, sculpture and other art, craft and design techniques</li> <li>Evaluate and analyse creative works using the language of art, craft and design</li> <li>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</li> </ul> <p style="text-align: center;"><b><u>Subject content Key stage 1</u></b></p> <ul style="list-style-type: none"> <li>To use a range of materials creatively to design and make products.</li> <li>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> <li>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</li> <li>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</li> </ul>	<p><b>Project 1</b> 1</p>	<p>Exploring their ideas and recording their experience.</p> <p>Become proficient in other art, craft and design techniques.</p> <p>To develop a wide range of art and design techniques in using colour, pattern and texture.</p> <p>Know about great artists, craft makers and designers.</p>	<p>Research Jasper Johns and look at his techniques when using pattern.</p> <p>Experiment with the visual elements; pattern and colour.</p> <p>Create textured collages from a variety of media.</p> <p>Use a combination of materials that have been cut, torn and glued.</p>	<p>Research Jasper Johns: American painter, sculptor and printmaker.</p> <p>Experiment with using tissue paper to create a pattern.</p>
	<p><b>Project 1</b> 2</p>	<p>Exploring their ideas and recording their experience.</p> <p>Become proficient in other art, craft and design techniques.</p> <p>To develop a wide range of art and design techniques in using colour, pattern and texture.</p>	<p>Sort and arrange materials for a particular purpose.</p> <p>Create textured collages from a variety of media.</p> <p>Use a combination of materials that have been cut, torn and glued.</p>	<p>Collaging pirate flag patterns.</p>
	<p><b>Project 1</b> 3</p>	<p>Evaluate and analyse creative works using the language of art, craft and design</p> <p>About the work of a range of artists, craft makers and designers and making links to their own work.</p>	<p>Review what they and others have done and say what they think and feel about it.</p> <p>Identify what they might change in their current work or develop in their future work and explain why.</p>	<p>Evaluate their flag pattern.</p> <p>Could they keep a consistent pattern?</p> <p>How does their pattern reflect the work of Jasper Johns?</p> <p>How could they develop their pattern? E.g. add an extra colour, use a different material.</p>
	<p><b>Project 1 completed</b></p>			

	<b>Project 2 4</b>	To use drawing to develop and share their ideas, experiences and imagination.	Record and explore ideas from first hand observation, experience and imagination.	Experimenting with sketching.  Creating different strokes.
		Become proficient in drawing.	Ask and answer questions about the starting points for their work.	Simple shading.
		Exploring their ideas.	Experiment with the visual elements; line, shape, pattern and colour.	
	<b>Project 2 5</b>	To develop a wide range of art and design techniques in using colour, texture, line, shape, form and space	Draw lines of varying thickness.	Real life boat sketch.
		To use drawing to develop and share their ideas, experiences and imagination.	Using key vocabulary to demonstrate knowledge and understanding in this strand: line drawing, detail, landscape, line, bold, size and space.	
		Become proficient in drawing.	Using different materials to draw.	
	<b>Project 2 6</b>	To develop a wide range of art and design techniques in using colour, texture, line, shape, form and space	Identify what they might change in their current work or develop in their future work	Developing their boat drawing.
		To use drawing to develop and share their ideas, experiences and imagination.	Draw lines of varying thickness.	Adding texture and tones to the drawing.
		Become proficient in drawing.	Use dots and lines to demonstrate pattern and texture.	
<b>Project 2 completed</b>				

**Art – Year 2 – Autumn Term 2: Beat, Band Boogie - MTP**

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p><b>The national curriculum for Art and Design aims to ensure that all pupils:</b></p> <ul style="list-style-type: none"> <li>Produce creative work, exploring their ideas and recording their experiences</li> <li>Become proficient in drawing, painting, sculpture and other art, craft and design techniques</li> <li>Evaluate and analyse creative works using the language of art, craft and design</li> <li>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</li> </ul> <p style="text-align: center;"><b><u>Subject content Key stage 1</u></b></p> <ul style="list-style-type: none"> <li>To use a range of materials creatively to design and make products.</li> <li>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> <li>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</li> <li>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</li> </ul>	<p><b>Project 1 1</b></p>	<p>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms</p> <p>Exploring their ideas and recording their experiences.</p> <p>Become proficient in painting. To use painting to develop and share their ideas, experiences and imagination</p>	<p>Mix primary colours to make secondary colours.</p> <p>Experiment with different brushes (including brushstrokes) and other painting tools.</p> <p>Using key vocabulary to demonstrate knowledge and understanding in this strand: primary colours, secondary colours</p>	<p>Research Wassily Kandinsky: Russian painter.</p> <p>‘Squares with Concentric Circles’</p> <p>Experiment with creating primary + secondary colours.</p> <p>Start to explore using these colours to create spirals.</p>
	<p><b>Project 1 2</b></p>	<p>Become proficient in painting.</p> <p>To use painting to develop and share their ideas, experiences and imagination</p> <p>To develop a wide range of art and design techniques in using colour, pattern, line, shape, form and space.</p>	<p>Using key vocabulary to demonstrate knowledge and understanding in this strand: neutral colours, warm colours and cool colours.</p> <p>Using different brushes (including brushstrokes).</p> <p>Mix a range of secondary colours, shades and tones.</p> <p>Look at the work of other artists and experiment with their approaches.</p>	<p>Create Wassily Kandinsky’s Painting, using watercolours while listening to music.</p> 
	<p><b>Project 1 3</b></p>	<p>Know about great artists, craft makers and designers. Describing the differences and similarities between different practices and disciplines, and making links to their own work.</p> <p>Become proficient in painting.</p>	<p>Using different brushes (including brushstrokes).</p> <p>Mix a range of secondary colours, shades and tones.</p> <p>Look at the work of other artists and experiment with their approaches.</p>	<p>Create their own Kandinsky piece. Children may be spontaneous with colour, shape and pattern. Compare this piece to Wassily Kandinsky’s piece. Are there any similar properties or practices? (E.g Kandinsky used colours associated to emotions).</p>
<p><b>Project 1 complete.</b></p>				

	<p><b>Project 2 4</b></p>	<p>Become proficient in painting.</p> <p>To use painting to develop and share their ideas, experiences and imagination</p> <p>To develop a wide range of art and design techniques in using colour, pattern, line, shape, form and space.</p>	<p>Add white and black to alter tints and shades.</p> <p>Using different brushes (including brushstrokes).</p> <p>Mix a range of secondary colours, shades and tones.</p>	<p>Discuss how different colours are linked to certain emotions, shapes, objects and seasons.</p> <p>Explore altering shades and tints using acrylic paint.</p> <p>Creating own painting piece by listening to classical music.</p>
	<p><b>Project 2 5</b></p>	<p>Become proficient in painting.</p> <p>To use painting to develop and share their ideas, experiences and imagination</p> <p>To develop a wide range of art and design techniques in using colour, pattern, line, shape, form and space.</p>	<p>Name different types of paint and their properties.</p> <p>Darken colours without using black.</p> <p>Using different brushes (including brushstrokes).</p> <p>Mix a range of secondary colours, shades and tones.</p>	<p>Creating own painting piece by listening to rock music.</p> <p>Using acrylic paint.</p>
	<p><b>Project 2 6</b></p>	<p>Become proficient in painting.</p> <p>To use painting to develop and share their ideas, experiences and imagination.</p> <p>To develop a wide range of art and design techniques in using colour, pattern, line, shape, form and space.</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>Darken colours without using black.</p> <p>Using different brushes (including brushstrokes).</p> <p>Mix a range of secondary colours, shades and tones.</p> <p>Express an opinion on the work.</p> <p>Review what they and others have done and say what they think and feel about it.</p>	<p>Creating own painting piece by listening to jazz music.</p> <p>Using acrylic paint.</p> <p>Compare all three pieces created.</p> <p>How do they differ?</p> <p>How are the practices similar?</p>
	<b>Project 2 completed</b>			

**Art – Year 2 – Spring 1: Wriggle and Crawl - MTP**

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p><b>The national curriculum for Art and Design aims to ensure that all pupils:</b></p> <ul style="list-style-type: none"> <li>Produce creative work, exploring their ideas and recording their experiences</li> <li>Become proficient in drawing, painting, sculpture and other art, craft and design techniques</li> <li>Evaluate and analyse creative works using the language of art, craft and design</li> <li>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</li> </ul> <p style="text-align: center;"><b><u>Subject content Key stage 1</u></b></p> <ul style="list-style-type: none"> <li>To use a range of materials creatively to design and make products.</li> <li>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> <li>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</li> <li>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</li> </ul>	Project 1 1	<p>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</p> <p>Exploring their ideas.</p> <p>To develop a wide range of art and design techniques in using colour, pattern and line.</p>	<p>Use inspiration from famous, notable artists to create their own work and compare.</p> <p>Show pattern by weaving.</p> <p>Experiment by arranging, folding, repeating, overlapping, regular and irregular patterning.</p>	<p>Explore weaving by using different materials and media.</p> <p>Experiment with weaving techniques (Anni Albers).</p> <p>Investigate Minibeast patterns E.g butterfly, caterpillar, spider or ladybird.</p>
	Project 1 2	<p>Produce creative work.</p> <p>To use a range of materials creatively to design and make products. To develop a wide range of art and design techniques in using colour, pattern and line.</p>	<p>Show pattern by weaving.</p> <p>Use a variety of techniques, including weaving.</p> <p>Develop and exercise some care and control over the range of materials that are used.</p>	<p>Children to choose a Minibeast and draw the Minibeast. Cut out the Minibeast so that there is only an outline left.</p> <p>Children to create their weaving strips and organise their pattern.</p>
	Project 1 3	<p>Produce creative work.</p> <p>To develop a wide range of art and design techniques in using colour, pattern and line. To use a range of materials creatively to design and make products.</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p> <p>Describing the differences and similarities between different practices and disciplines, and making links to their own work</p>	<p>Describe the work of famous, notable artists and designers.</p> <p>Express an opinion on the work of famous, notable artists.</p> <p>Show pattern by weaving.</p>	<p>Children to continue weaving their Minibeasts patterns.</p> <p>Children to look at the works of Anni Albers: German-born American textile artist and compare their designs and practices.</p>
	<b>Project 1 complete.</b>			

	<b>Project 2 4</b>	To use a range of materials creatively to design and make products.	Experiment with, construct and join recycled, natural and man-made materials.	Designing bottle critter sculpture.
		To use sculpture to develop and share their ideas, experiences and imagination	Work on projects in 3 dimensions and on different scales.	Choosing materials and media to create the bottle critter.
		To develop a wide range of art and design techniques in using colour, texture, line, shape, form and space	Understand the safety and basic care of materials and tools.	
		Exploring their ideas and recording their experiences.		
	<b>Project 2 5</b>	To use a range of materials creatively to design and make products.	Construct and join recycled, natural and man-made materials with confidence.	Creating bottle critter sculptures.
		To use sculpture to develop and share their ideas, experiences and imagination	Use a variety of natural, recycled and manufactured materials for sculpting, e.g. plastic, straw, cardboard and card.	
		To develop a wide range of art and design techniques in using colour, texture, line, shape, form and space	Work on projects in 3 dimensions and on different scales.	
		Produce creative work.		
	<b>Project 2 6</b>	Become proficient in drawing, painting, sculpture and other art, craft and design techniques	Look at and talk about own work and the techniques they had used.	Complete bottle sculptures and place them in the environment.
		Evaluate and analyse creative works using the language of art, craft and design	Express an opinion on the work.  Review what they and others have done.	Evaluate bottle sculpture.  Is it stable? Have the materials been joined sufficiently?
<b>Project 2 completed</b>				

**Art – Year 2 – Spring 2: Towers, Tunnels and Turrets - MTP**

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p><b>The national curriculum for Art and Design aims to ensure that all pupils:</b></p> <ul style="list-style-type: none"> <li>Produce creative work, exploring their ideas and recording their experiences</li> <li>Become proficient in drawing, painting, sculpture and other art, craft and design techniques</li> <li>Evaluate and analyse creative works using the language of art, craft and design</li> <li>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</li> </ul> <p style="text-align: center;"><b><u>Subject content Key stage 1</u></b></p> <ul style="list-style-type: none"> <li>To use a range of materials creatively to design and make products.</li> <li>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> <li>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</li> <li>About the work of a range of artists, craft makers and designers, describing the differences and similarities</li> </ul>	Project 1 1	<p>Produce creative work, exploring their ideas and recording their experiences</p> <p>To use drawing to develop and share their ideas, experiences and imagination.</p> <p>Become proficient in drawing</p>	<p>Use different materials to draw, for example pastels, chalk, felt tips.</p> <p>Respond positively to ideas and starting point.</p> <p>Explore ideas and collect information.</p>	<p>Investigate shield designs.</p> <p>Children to draw their shield design.</p>
	Project 1 2	<p>Become proficient in painting and other art, craft and design techniques.</p> <p>To develop a wide range of art and design techniques in using colour, pattern, line, shape, form and space</p> <p>To use a range of materials creatively to design and make products.</p>	<p>Use a dyeing technique to alter a textile's colour and pattern.</p> <p>Experiment with tools and techniques such as mixing media.</p> <p>Layer different media.</p>	<p>Using textiles to create a shield.</p> <p>Use fabric paint/fabric dye to create the shield design on felt.</p>
	Project 1 3	<p>Become proficient in painting and other art, craft and design techniques.</p> <p>To develop a wide range of art and design techniques in using colour, pattern, line, shape, form and space</p> <p>To use a range of materials creatively to design and make products.</p>	<p>Decorate textiles with glue or stitching, to add colour and detail.</p> <p>Join fabric using glue.</p> <p>Start to explore simple stitches.</p> <p>Create textured collages from a variety of media.</p> <p>Use a combination of materials that have been cut, torn and glued.</p>	<p>Add detail with stitching and adding on decoration with glue (sequins or gems).</p>
	<b>Project 1 complete.</b>			

<p>between different practices and disciplines, and making links to their own work</p>	<p><b>Project 2 4</b></p> <p>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.</p> <p>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. Exploring their ideas and recording their experiences. To use drawing and painting to develop and share their ideas, experiences and imagination.</p>	<p>Respond positively to ideas and starting points.</p> <p>Explore ideas and collect information.</p> <p>Record and explore ideas from first hand observation, experience and imagination.</p> <p>Ask and answer questions about the starting points for their work and the processes they have used. Develop their ideas.</p> <p>Look at the work of other artists and experiment with their approaches.</p>	<p>Research Joseph Turner: English Romantic painter, printmaker and watercolourist, Castle paintings.</p> <p>Experiment and explore Joseph Turner techniques.</p>
	<p><b>Project 2 5</b></p> <p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>To use drawing and painting to develop and share their ideas, experiences and imagination.</p> <p>To use a range of materials creatively to design and make products.</p> <p>Become proficient in drawing and painting.</p>	<p>Describe differences and similarities and make links to their own work.</p> <p>Mix a range of secondary colours, shades and tones.</p> <p>Experiment with tools and techniques, including layering.</p> <p>Creating shadow and reflections.</p>	<p>Use watercolours to create Joseph Turner style castles.</p>
	<p><b>Project 2 6</b></p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p> <p>Describing the differences and similarities between different practices and disciplines, and making links to their own work</p>	<p>Describe differences and similarities and make links to their own work.</p> <p>Express an opinion on the work of famous, notable artists.</p>	<p>Compare Castle paintings to Joseph Turner's paintings.</p>
	<p><b>Project 2 completed</b></p>		

**Art – Year 2- Summer 1: Street Detectives - MTP**

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p><b>The national curriculum for Art and Design aims to ensure that all pupils:</b></p> <ul style="list-style-type: none"> <li>Produce creative work, exploring their ideas and recording their experiences</li> <li>Become proficient in drawing, painting, sculpture and other art, craft and design techniques</li> <li>Evaluate and analyse creative works using the language of art, craft and design</li> <li>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</li> </ul> <p style="text-align: center;"><b><u>Subject content Key stage 1</u></b></p> <ul style="list-style-type: none"> <li>To use a range of materials creatively to design and make products.</li> <li>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> <li>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</li> <li>About the work of a range of artists, craft makers and designers, describing the differences and similarities</li> </ul>	Project 1 1	<p>Exploring their ideas and recording their experiences.</p> <p>To use drawing to develop and share their ideas, experiences and imagination.</p> <p>To use a range of materials creatively to design.</p>	<p>Explore ideas and collect information.</p> <p>Explore ideas from first hand observation, experience and imagination.</p> <p>Draw lines of varying thickness.</p>	<p>Investigate digital Art :Jepchumba – An African Digital Artist</p> <p>Investigate the local area (local maps, aerial maps, satellite maps).</p> <p>Draw out a design of their own house and street.</p>
	Project 1 2	<p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p>To use a range of materials creatively to design and make products.</p>	<p>Creating digital Art.</p> <p>Investigate different kinds of art, craft and design.</p> <p>Create their own picture and edit their own work using ICT.</p>	<p>Use design drawing to assist with creating.</p> <p>Using I-pads/Laptops to create their own house and street. (3D Paint)</p>
	Project 1 3	<p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p>To use a range of materials creatively to design and make products.</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>When looking at creative work, express clear preferences and give some reasons for these.</p> <p>Create their own picture and edit their own work using ICT.</p> <p>Discuss own work and others work, expressing thoughts and feeling.</p>	<p>Continue to use technology to create own house &amp; street.</p> <p>Compare final piece with others.</p> <p>Evaluation.</p>
	<b>Project 1 complete.</b>			

<p>between different practices and disciplines, and making links to their own work</p>	<p><b>Project 2 4</b></p>	<p>Exploring their ideas and recording their experiences.</p> <p>To use drawing to develop and share their ideas, experiences and imagination.</p> <p>To use a range of materials creatively to design.</p>	<p>Begin to add line and shape to their printing work.</p> <p>Carve a drawing into a foam tile.</p> <p>Design patterns of increasing complexity.</p>	<p>Children to investigate important signs, places and objects in their local area.</p> <p>Children to choose a local sign, place or object to print onto a foam board. Start to carve idea onto foam board.</p>
	<p><b>Project 2 5</b></p>	<p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p>To use a range of materials creatively to design and make products.</p> <p>To use painting to develop and share their ideas, experiences and imagination.</p>	<p>Print using a variety of materials and techniques.</p> <p>Experiment by arranging, folding, repeating, overlapping, regular and irregular patterning.</p> <p>Demonstrate a range of techniques, e.g. rolling, pressing, stamping and rubbing.</p> <p>Design patterns of increasing complexity.</p>	<p>Printing the local area designs.</p> <p>Children to paint over their foam board and print onto A3 paper.</p> <p>Children may print different local area designs.</p> <p>Children may use different colour paints to layer and create texture.</p> 
	<p><b>Project 2 6</b></p>	<p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p>To use a range of materials creatively to design and make products.</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>Work collaboratively with others, on projects in 2 dimensions and on different scales.</p> <p>Be able to talk about the materials, techniques and processes they have used using appropriate vocabulary.</p>	<p>Children to work in pairs to create a printed local area.</p> <p>They may use their foam boards from the previous lesson or create new designs.</p>
	<p><b>Project 2 completed</b></p>			

**Art – Year 2 – Summer 2: Beachcombers - MTP**

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p><b>The national curriculum for Art and Design aims to ensure that all pupils:</b></p> <ul style="list-style-type: none"> <li>Produce creative work, exploring their ideas and recording their experiences</li> <li>Become proficient in drawing, painting, sculpture and other art, craft and design techniques</li> <li>Evaluate and analyse creative works using the language of art, craft and design</li> <li>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</li> </ul> <p style="text-align: center;"><b><u>Subject content Key stage 1</u></b></p> <ul style="list-style-type: none"> <li>To use a range of materials creatively to design and make products.</li> <li>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> <li>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</li> <li>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</li> </ul>	Project 1 1	<p>Exploring their ideas</p> <p>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms</p>	<p>Use inspiration from famous, notable artists to create their own work.</p> <p>Describe the work of famous, notable artists and designers.</p> <p>Express an opinion on the work of famous, notable artists</p>	<p>Research Artist: <b>Noriko Karasumi</b> - Japanese artist</p> <p>Explore and experiment with carving techniques.</p> <p>Choose a shell to carve.</p>
	Project 1 2	<p>To use a range of materials creatively to design and make products. To use sculpture to develop and share their ideas, experiences and imagination.</p> <p>Become proficient in sculpture and other art, craft and design techniques</p>	<p>Deliberately choosing to use certain techniques for a given purpose.</p> <p>Use a variety of techniques, e.g. rolling, cutting and pinching.</p> <p>Manipulate clay for a purpose.</p> <p>Use a variety of shapes, including lines and texture.</p>	<p>Creating shells using clay.</p> <p>Carving details of the clay.</p>
	Project 1 3	<p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p>To use a range of materials creatively to design and make products. To use painting to develop and share their ideas, experiences and imagination.</p> <p>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.</p>	<p>Use inspiration from famous, notable artists to create their own work and compare.</p> <p>Mix tints, shades (adding black and white) and use secondary colours to create an effect.</p> <p>Mix and match colours using artefacts and objects</p>	<p>Painting the clay shell.</p> <p>Make links between Noriko Karasumi's works and their own.</p>
	<b>Project 1 complete.</b>			

	<p><b>Project 2 4</b></p> <p>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms 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.</p> <p>To use drawing to develop and share their ideas, experiences and imagination.</p> <p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p>	<p>Describe differences and similarities and make links to their own work.</p> <p>Explore ideas and collect information</p> <p>Draw for a sustained period of time.</p> <p>Draw lines of varying thickness.</p> <p>Use dots and lines to demonstrate pattern and texture.</p>	<p>Research: Angela Anderson – American Fine Art Painter Sea life paintings.</p> <p>Children to choose an element of Angela Anderson’s sea life to include in their portrait. E.g they may have the sea as a backdrop, use a jellyfish as hair or use a seashell as a nose.</p> <p>Begin to draw portrait.</p>
	<p><b>Project 2 5</b></p> <p>To use painting to develop and share their ideas, experiences and imagination.</p> <p>To use a range of materials creatively to design and make products.</p>	<p>Experiment with different brushes (including brushstrokes) and other painting tools.</p> <p>Mix primary colours to make secondary colours.</p> <p>Add white and black to alter tints and shades.</p> <p>Continue to control the types of marks made with the range of media. Use a brush to produce marks appropriate to work. E.g. small brush for small marks.</p>	<p>Creating sea themed self-portraits using acrylic paints.</p>
	<p><b>Project 2 6</b></p> <p>To use painting to develop and share their ideas, experiences and imagination.</p> <p>To use a range of materials creatively to design and make products.</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>Review what they and others have done and say what they think and feel about it.</p> <p>Identify what they might change in their current work or develop in their future work.</p>	<p>Continue with self –portrait.</p> <p>Evaluate the techniques and practices.</p> <p>What was difficult?</p> <p>What worked well?</p>
	<b>Project 2 completed</b>		