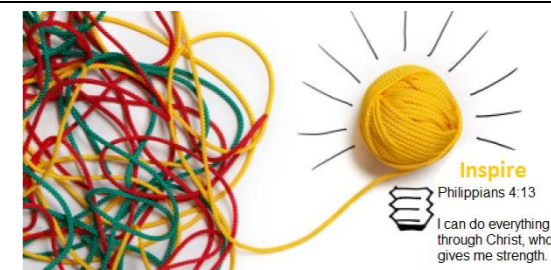




KS2 Art and Design Concept and Curriculum Map



Line	Shape	Form	Texture	Value	Colour	Space
A line is a one-dimensional path which can vary in width, direction and length . Lines often define the edges of a shape or form.	Shape is a two-dimensional design created by a closed line . Shapes can be geometric or irregular .	Form is a three-dimensional shape or the illusion of a three-dimensional shape.	Texture refers to the surface quality of a piece of art.	Value refers to the tones within an image, such as light to dark .	Colour is the light that is reflected off an object. You can alter the hue, value or intensity of a colour.	Space is the area that a piece of art occupies and concerns the perspective and proportion between objects.
Ruby		Sapphire		Topaz		
Curriculum Content <ul style="list-style-type: none"> To create sketchbooks to record observations To improve their mastery of art and design techniques Learn about the work of a range of great artists and designers describing the differences and similarities between different practices and disciplines, and making links to their own work. 		Curriculum Content <ul style="list-style-type: none"> To create sketchbooks to record observations and use them to review and revisit ideas To improve their mastery of art and design techniques Learn about the work of a range of great artists, architects and designers describing the differences and similarities between different practices and disciplines, and making links to their own work. 		Curriculum Content <ul style="list-style-type: none"> To create sketchbooks to record observations and use them to review and revisit ideas To improve their mastery of art and design techniques Learn about the work of a range of great artists, architects and designers describing the differences and similarities between different practices and disciplines, and making links to their own work. 		
Skill progression Drawing (line, shape, value, space) <ul style="list-style-type: none"> Experiment with showing line, tone and texture Use shading Use different materials to draw (eg – pastels, chalk and felt tips) Develop an awareness of space when drawing Painting (line, shape, texture, colour, space) <ul style="list-style-type: none"> Use varied brush techniques to create shapes and lines Mix colours effectively using the correct language (primary, secondary, tertiary, tint and shade) Create different textures and effects with paint Artist: Picasso Sculpture (form, texture, space) <ul style="list-style-type: none"> Cut, make and combine shapes for a purpose Use clay and other malleable materials and practice joining techniques Develop techniques to add materials to the sculpture 		Skill progression Drawing (line, shape, value, space) <ul style="list-style-type: none"> Experiment with showing line, tone and texture with different hardness of pencils Use shading to show light and shadow effects Use different materials to draw (eg – pastels, chalk and felt tips) Show an awareness of space when drawing Painting (line, shape, texture, colour, space) <ul style="list-style-type: none"> Use varied brush techniques to create shapes, textures, patterns and lines Mix colours effectively using the correct language (primary, secondary, tertiary, tint and shade) for a purpose Create different textures and effects with paint Artist: Van Gogh Sculpture (form, texture, space) <ul style="list-style-type: none"> Cut make and combine shapes to create recognisable forms Use malleable materials (other than clay) and practice joining techniques 		Skill progression Drawing (line, shape, value, space) <ul style="list-style-type: none"> use a variety of techniques to add effects, e.g. shadows, reflection, hatching and cross-hatching; depict movement and perspective in drawings; use a variety of tools and select the most appropriate Leonardo Davinci Painting (line, shape, texture, colour, space) <ul style="list-style-type: none"> create a colour palette, demonstrating mixing techniques; use a range of paint (acrylic, oil paints, water colours) to create visually interesting pieces; Artist: Salvador Dali Sculpture (form, texture, space) <ul style="list-style-type: none"> plan and design a sculpture; use tools and materials to carve, add shape, add texture and pattern; 		

<ul style="list-style-type: none"> • Artist: Michael Angelo <p>Collage (shape, texture, space)</p> <ul style="list-style-type: none"> • select colours and materials to create effect • refine work as they go to ensure precision; • learn and practise a variety of techniques, e.g. overlapping, tessellation <p>Textile (form, texture, colour)</p> <ul style="list-style-type: none"> • use a dyeing technique to alter a textile's colour and pattern; • use a variety of techniques, e.g. marbling, dyeing, weaving and stitching to create different textural effects; • Artist: Cath Kidston <p>Printing (line, shape, value, colour, space)</p> <ul style="list-style-type: none"> • use more than one colour to layer in a print; • replicate patterns from observations; • Artist: Henri Matisse 	<ul style="list-style-type: none"> • Add materials to the sculpture to create detail • Artist: Henry Moore <p>Collage (shape, texture, space)</p> <ul style="list-style-type: none"> • select colours and materials to create effect, giving reasons for their choices; • refine work as they go to ensure precision; • learn and practise a variety of techniques, e.g. overlapping, tessellation, mosaic and montage; • Artist: John Baldessari <p>Textile (form, texture, colour)</p> <ul style="list-style-type: none"> • develop skills in stitching, cutting and joining; • use a variety of techniques, e.g. weaving and stitching to create different textural effects; • Artist: Vivienne Westwood <p>Printing (line, shape, value, colour, space)</p> <ul style="list-style-type: none"> • make printing blocks; • make repeated patterns with precision; 	<ul style="list-style-type: none"> • develop cutting and joining skills, e.g. using wire, coils, slabs and slips; • Artist: Anselm Kiefer <p>Collage (shape, texture, space)</p> <ul style="list-style-type: none"> • add collage to a painted or printed background; • create and arrange accurate patterns; • use a range of mixed media; • plan and design a collage; <p>Textile (form, texture, colour)</p> <ul style="list-style-type: none"> • experiment with a range of media by overlapping and layering in order to create texture, effect and colour; • add decoration to create effect; • artist: William Morris <p>Printing (line, shape, value, colour, space)</p> <ul style="list-style-type: none"> • design and create printing blocks/tiles; • develop techniques in mono, block and relief printing; • create and arrange accurate patterns;
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