

Excalibur Art Curriculum

Year 2

Art Intent

Our Art curriculum at Excalibur has been designed, in line with 'Development Matters in the EYFS' guidance and the national curriculum to bring engagement, fun and enthusiasm to learning so that our children develop independent curiosity, acquire a lifelong appetite for learning and become well-rounded individuals who achieve their full potential, both personally and academically. It will stimulate creativity, imagination and individuality. We allow our children in KS1 and 2 to study areas of art in extensive detail so they can develop knowledge, understanding and skills to confidently investigate, create and evaluate their own works of art.

Art Implementation Year 2		
Skills	Key Learning	Composite tasks
<u>Generating Ideas</u> <ul style="list-style-type: none">• Begin to generate ideas from a wider range of stimuli, exploring different media and techniques. <u>Sketch Books</u> <ul style="list-style-type: none">• Experimenting with sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next. <u>Making Skills</u> <ul style="list-style-type: none">• Further develop mark making within a greater range of media, demonstrating increased control.	<u>Drawing – Tell a story</u> <ul style="list-style-type: none">• Develop a range of mark-making techniques.• Explore and experiment with mark-making to create textures.• Develop observational drawing.• Understand how to apply expressions to illustrate a character.• Develop illustrations to tell a story. Focus artist – Quentin Blake	<u>Drawing – Tell a story</u> Illustrate a story using a variety of drawing skills developed through the unit

<ul style="list-style-type: none"> • Develop observational skills to look closely and reflect surface texture through mark making • To explore mark making using a range of tools. • Experiment with drawing on different surfaces and begin to explore tone using a variety of pencil grade (HB, 2B, 4B) to show form, drawing light/dark lines, patterns and shapes. • Begin to develop some control when painting, applying knowledge of colour and how different media behave e.g. adding water to thin paint. • Mix different hues of primary and secondary colours by using different amounts of each starting colour or by adding water. • Make choices about which materials to use for collage based on colour, texture, shape and pattern. • Experiment with overlapping and overlaying materials to create interesting effects. • Develop understanding of 3D forms to construct and model simple forms using a range of materials. • Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials. • Develop basic skills for shaping and joining clay, including exploring surface texture. • Respond to a simple design brief with a range of ideas. • Apply skills in cutting, arranging and joining a range of materials to include card, felt and cellophane. • Experiment with techniques when trying out design ideas. 	<p><u>Painting and mixed media – Life in colour</u></p> <ul style="list-style-type: none"> • To develop knowledge of colour mixing. • To know how texture can be created with paint. • To use paint to explore texture and pattern. <p>Focus artist – Romare Bearden</p> <p><u>Sculpture and 3D – Clay tile</u></p> <ul style="list-style-type: none"> • Use my hands as a tool to shape clay • Shape a pinch pot and join clay shapes as decoration • Use impressing and joining techniques to decorate a clay tile • Use drawing to plan the features of a 3D model <p>Focus artist – Rachel Whiteread</p> <p><u>Craft and Design – Map it out</u></p> <ul style="list-style-type: none"> • Investigate maps as a stimulus for drawing. • Learn and apply the steps of the felt making process. • Experiment with a craft technique to develop an idea. • Develop ideas and apply craft skills when printmaking. <p>Focus artist – Susan Stockwell</p>	<p><u>Painting and mixed media – Life in colour</u></p> <p>Compose a collage, choosing and arranging materials for effect.</p> <p>Evaluate and improve artwork.</p> <p><u>Sculpture and 3D – Clay tile</u></p> <p>Make and decorate a 3D clay tile with Tudor House patterns from a drawn design, using a range of impressing and joining techniques.</p> <p><u>Craft and Design – Map it out</u></p> <p>Create a piece of felt following a map inspired design.</p> <p>Create a tile print following a map inspired design.</p> <p>Present artwork and evaluate it against a design brief.</p>
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<ul style="list-style-type: none"> Follow a plan for a making process, modifying and correcting things and knowing when to seek advice. <p><u>Knowledge of Artists</u></p> <ul style="list-style-type: none"> Talk about art they have seen using some appropriate subject vocabulary. Be able to make links between pieces of art. <p><u>Evaluate and Analyse</u></p> <ul style="list-style-type: none"> Explain their ideas and opinions about their own work and other's art work, giving reasons. Begin to talk about how they could improve their own work. 		
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Art Vocabulary Year 2

Sculpture and 3D	Drawing	Painting and Mixed Media	Craft and Design
scratch and slip casting ceramic cut detail flatten glaze impressing in relief join negative space pinch pot plaster roll score	detail pattern hatching scribbling stippling blending shading charcoal concertina cross hatching emoji emotion expression	primary colours secondary colours hues composition collage organic collage detail mixing overlap surface texture	pattern shape stained glass texture viewfinder design/design brief evaluate felt fibre gallery imaginary inspired landmarks

sculptor/sculpture shape slip smooth surface three dimensional thumb pot	frame illustrations/illustrator		mosaic abstract composition curator
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Formal Elements	
Colour	Know that different amounts of paint and water can be used to mix hues of secondary colours. Know that primary colours can be mixed to match 'real life' objects or to create things from your imagination. Know that colour can be used to show how it feels to be in a particular place e.g. the seaside.
Form	Know that 'composition' means how things are arranged on the page. Know that pieces of clay can be joined using the 'scratch and slip' technique. Know that a clay surface can be decorated by pressing into it or by joining pieces into it or by joining pieces on.
Shape	Know that collage materials can be shaped to represent shapes in an image. Know that shapes can be organic (natural) and irregular. Know that shapes can be geometric if they have mostly straight lines and angles. Know that patterns can be made using shapes.
Line	Know that lines can be used to fill shapes, to make outlines and to add detail or pattern.
Pattern	Know that surface rubbings can be used to make patterns. Know that drawing techniques such as hatching, scribbling, stippling and blending can make patterns. Know that patterns can be used to add detail to an artwork.
Texture	Know that collage materials can be chosen to represent real life textures. Know that collage materials can be overlapped and overlaid to add texture. Know that drawing techniques such as hatching, scribbling, stippling and blending can create surface texture.
Tone	Know that shading helps make drawn objects look more three dimensional. Know that different pencil grades make different tones.