

YEAR 2 ART & DESIGN CURRICULUM FRAMEWORK

Overview of Key Stage 1 Curriculum:

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

AUTUMN TERM 1	AUTUMN TERM 2	SPRING TERM 3
STREET DETECTIVES	MUCK, MESS AND MIXTURES	TOWERS, TUNNELS AND TURRETS
<p>AD 4 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. AD 2, 3</p> <p>Look at the work of Lowry, in particular his style of painting buildings and matchstick men. Paint buildings and matchstick men in this style and combine to produce a large class piece of artwork.</p> <p>AD 2 to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p>Look at the work of artists who drew or painted the urban landscapes of their own locality. Following this make drawings, paintings or collages of buildings found in our locality.</p>	<p>AD 1 Use a range of materials creatively to design and make products. AD 3, 4</p> <p>Experiment with a variety of art and craft materials, investigating their properties to create mixed-media pictures and collages.</p>	<p>AD 2 to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p>Make observational drawings and water colour paintings of some of the world's most famous towers and bridges.</p>

SPRING TERM 4	SUMMER TERM 5	SUMMER TERM 6
<p style="text-align: center;">LAND AHOY</p>	<p style="text-align: center;">UNDER CONSTRUCTION</p>	<p style="text-align: center;">WRIGGLE AND CRAWL</p>
<p>AD 1 Use a range of materials creatively to design and make products. AD 2, 3</p> <p>Look at examples of pirate flags, talking about the shapes, patterns and colours used. Design and make batik pirate flags, choosing symbols that would stand out from afar.</p> <p>AD 3 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. AD 2</p> <p>Draw a boat from first-hand observation, looking carefully at shapes and form, using a range of drawing materials such as a pen, pencil and marker pen.</p>	<p>AD 4 Pupils should be taught 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>Look at some of Britain’s most famous buildings, including the Gherkin, St Paul’s Cathedral and The Shard. Make observational paintings of these buildings and finding out about the architects who designed them.</p>	<p>AD 3 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Draw detailed sketches of minibeasts using pen or pencil, making careful line drawings of their observed features.</p> <p>AD 1 Use a range of materials creatively to design and make products. AD 2</p> <p>Make an ant out of pipe cleaners and egg boxes. Display these together to form an army of ants.</p>