

Alderwood Haven KS2 - Art Programme of Study 2025/26

KEY STAGE 2 ART - PROGRAMME OF STUDY					
Prior learning End of KS1 Attainment Targets	Pupils should be taught to <ul style="list-style-type: none"> to use a range of materials creatively to design and make products to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 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. 				
KS2 Purpose and Aims	<p>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.</p> <p>The national curriculum for art and design aims to ensure that all pupils:</p> <ul style="list-style-type: none"> produce creative work, exploring their ideas and recording their experiences become proficient in drawing, painting, sculpture and other art, craft and design techniques evaluate and analyse creative works using the language of art, craft and design know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. 				
KS2 Topics	Colour	Shape and Form (Mini-Masks)	Line (Optical Illusion)	Texture (Urban Landscapes)	Space
KS2 Taught content: Knowledge/Skills	Identify and name all the colours on the colour wheel To be able to mix primary colours in	How shape and form can be combined. To use shape and form to create a 3D piece.	Lines can be used to create optical illusions Create an optical illusion by using black and white within lines.	Know that value is the intensity of a colour and to understand how relief can be used to	Know that images can be placed intentionally to create positive and negative space

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	<p>order to make tertiary and complementary colours</p> <p>Features of Pop Art</p> <p>Use features of Pop Art in own creative space</p> <p>The features of Pop Art include the use of simple bold images and bright complementary colours</p> <p>Use features of Pop Art in own creative piece</p>		<p>Create an optical illusion by using colour within lines.</p>	<p>represent an urban landscape</p> <p>Use tone and tint to explore the value of a colour and to create consider a collage that explores the relief of an urban landscapes</p> <p>Know that textiles can be used to create textured surfaces.</p> <p>To be able to use a mix of media to create different textures.</p>	<p>Create examples of positive and negative space</p>
<p>End of KS2 Attainment Targets</p>	<p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Pupils should be taught:</p> <ul style="list-style-type: none"> • to create sketch books to record their observations and use them to review and revisit ideas • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] • about great artists, architects and designers in history. 				
<p>Subsequent learning</p>	<p>Pupils should be taught:</p>				

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End of KS3 Attainment Targets	<ul style="list-style-type: none">• to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas• to use a range of techniques and media, including painting• to increase their proficiency in the handling of different materials• to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work• about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.
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