

Arts Week Summer 2022 - Key Techniques, Media and Knowledge

Arts Week Planning July 2022

Topic	Arts Week - 'The Commonwealth Games'	Year	Whole School - Key Stage 2
National Curriculum Objectives KS2 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. - 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.			
Prior Learning		Future Learning	
- Class topics - Previous Arts Week 'Japan' 2021, 2019 - Visiting artists in residence - Visits to art galleries - Whole school willow workshop		- Class Topics - Arts Week 2023	
What pupils need to know or do to be secure			
Key Themes: Exploring movement in art. Exploring the Commonwealth values - 'Humanity, Equality and Destiny' through creative and imaginative processes. Throughout this week children will have the opportunity to explore using a range of techniques and find out about a variety of different artists from the Commonwealth and beyond. They will further develop their skills in painting, drawing and other art and craft designing techniques. Children will participate in workshops led by local artists They will use the Commonwealth motto 'Games for Everyone' alongside the cores values of 'Humanity, Equality and Destiny' exploring these themes within their artwork and spreading the message of inclusivity for all united in the Commonwealth family.			
Core Knowledge and Procedural knowledge outcomes			
Year 3	Year 4	Year 5	
Exploring & developing ideas: - Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. - Question and make thoughtful observations about starting points and select ideas to use in their work. - Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. Evaluating and developing work	Exploring & developing ideas: - Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. - Question and make thoughtful observations about starting points and select ideas to use in their work. - Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. Evaluating and developing work	Exploring & developing ideas: - Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. - Question and make thoughtful observations about starting points and select ideas and processes to use in their work. - Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. Evaluating and developing work	

Arts Week Summer 2022 - Key Techniques, Media and Knowledge

• Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. • Adapt their work according to their views and describe how they might develop it further. • Annotate work in sketchbook. Drawing • Plan, refine and alter their drawings as necessary. • Use their sketchbook to collect and record visual information from different sources. • Draw for a sustained period of time at their own level. • Use different media to achieve variations in line, texture, tone, colour, shape and pattern. Painting • Mix a variety of colours and know which primary colours make secondary colours. • Use a developed colour vocabulary. • Experiment with different effects and textures inc. blocking in colour, washes, thickened paint etc. • Work confidently on a range of scales e.g. thin brush on small picture etc. Textiles • Develop techniques - plaiting 3D Form • Plan, design and make models. Breadth of study • Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. • Use ICT. • Investigate art, craft and design in the locality and in a variety of genres, styles and traditions.	• Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. • Adapt their work according to their views and describe how they might develop it further. Drawing • Alter and refine drawings and describe changes using art vocabulary. • Use research to inspire drawings from memory and imagination. • Explore relationships between line and tone, pattern and shape, line and texture. Painting • Make and match colours with increasing accuracy. • Use more specific colour language e.g. tint, tone, shade, hue. • Plan and create different effects and textures with paint according to what they need for the task. • Show increasing independence and creativity with the painting process. Textiles • Combine skills – knotting and plaiting 3D Form • Make informed choices about the 3D technique chosen. • Show an understanding of shape, space and form. • Plan, design, make and adapt models. Breadth of study • Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. • Use ICT. • Investigate art, craft and design in the locality and in a variety of genres, styles and traditions.	• Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. • Adapt their work according to their views and describe how they might develop it further. Drawing • Use a variety of source material for their work. • Work in a sustained and independent way from observation, experience and imagination. • Use a sketchbook to develop ideas. • Explore the potential properties of the visual elements, line, tone, pattern, texture, colour and shape. Painting • Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours. • Work on preliminary studies to test media and materials. • Create imaginative work from a variety of sources. Textiles • Combine skills – knotting and plaiting • Choose materials independently 3D Form • Use recycled, natural and man-made materials to create sculpture. • Plan a sculpture Breadth of study • Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. • Use ICT. • Investigate art, craft and design in the locality and in a variety of genres, styles and traditions.
Key Vocabulary	Abstract, Natural, Bold, Delicate, Detailed, Colour descriptors e.g. scarlet, crimson, emerald, turquoise, Watery, Intense, Strong, Opaque, Translucent, Wash, Tint, Shade, Background, Foreground, Middleground. Thick, Thin, Soft, Broad, Narrow, Fine, Pattern, Line, Shape, Detail, Nature, Made environment, Comparison	

Arts Week Summer 2022 - Key Techniques, Media and Knowledge

Arts Week Planning July 2022			
Topic	Arts Week - 'The Commonwealth Games'	Year	Whole School - Key Stage 1
<u>National Curriculum Objectives KS1</u> - 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.			
Prior Learning		Future Learning	
- Class topics - Previous Arts Week 'Japan' 2021, 2019 - Visiting artists in residence - Visits to art galleries - Whole school willow workshop		- Class Topics - Arts Week 2023	
What pupils need to know or do to be secure			
Key Themes: exploring movement in art. Exploring the values 'Humanity, Equality and Destiny' through creative and imaginative processes Throughout this week children will have the opportunity to explore using a range of techniques and find out about a variety of different artists from the Commonwealth and beyond. Children will participate in workshops led by a local artist. They will further develop their skills in painting, drawing, sculpture and other art and craft designing techniques. They will use the Commonwealth motto 'Games for Everyone' alongside the cores values of 'Humanity, Equality and Destiny' exploring these themes within their artwork and spreading the message of inclusivity for all united in the Commonwealth family.			
Core Knowledge and Procedural knowledge outcomes			
Year 1		Year 2	
Exploring & developing ideas: . Record and explore ideas from first hand observation, experience and imagination. - Ask and answer questions about the starting points for their work, and develop their ideas. - Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures. Evaluating and developing work		Exploring & developing ideas: - Record and explore ideas from first hand observation, experience and imagination. - Ask and answer questions about the starting points for their work and the processes they have used. Develop their ideas. - Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures.	

Arts Week Summer 2022 - Key Techniques, Media and Knowledge

- Review what they and others have done and say what they think and feel about it. E.g. Annotate sketchbook - Identify what they might change in their current work or develop in their future work. Drawing - Use a variety of tools, inc. pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media. Painting - Use a variety of tools and techniques including the use of different brush sizes and types. - Mix and match colours to artefacts and objects. - Work on different scales. - Mix secondary colours and shades using different types of paint. 3D Form - Manipulate clay in a variety of ways, e.g. rolling, kneading and shaping. - Explore sculpture with a range of malleable media, especially clay. - Experiment with, construct and join recycled, natural and man-made materials. - Explore shape and form. Breadth of study - Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. - Use ICT - Investigate different kinds of art, craft and design.	Evaluating and developing work - Review what they and others have done and say what they think and feel about it. E.g. Annotate sketchbook - Identify what they might change in their current work or develop in their future work. - Annotate work in sketchbook. Drawing - Layer different media, e.g. crayons, pastels, felt tips, charcoal and ballpoint. - Understand the basic use of a sketchbook and work out ideas for drawings. - Draw for a sustained period of time from the figure and real objects, including single and grouped objects. - Experiment with the visual elements; line, shape, pattern and colour. Painting - Mix a range of secondary colours, shades and tones. - Experiment with tools and techniques, inc. layering, mixing media, scraping through etc. - Work on a range of scales e.g. large brush on large paper etc. 3D Form - Experiment with, construct and join recycled, natural and man-made materials Breadth of study - Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. - Use ICT. - Investigate different kinds of art, craft and design.
Key Vocabulary	Thick, Thin, Soft, Broad, Narrow, Fine, Pattern, Line, Shape, Detail, Mirror image, Nature, Made environment. Light, Dark, Thick, Thin, Tone, Warm, Cold, Shade Model, Cut, Stick, Fold, Bend, Attach, Assemble, Statue, Clay