

Key Skills:

Generating ideas:

- Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.

Using sketchbooks:

- Use sketchbooks for a wider range of purposes, for example, recording things using drawing and annotations, planning and taking the next steps in a making process.

Making skills:

- Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D effects.
- Use growing knowledge of different materials, combining media for effect.

Knowledge of artists:

- Use subject vocabulary confidently to describe and compare creative works.
- Work as a professional designer does by collating ideas to generate a theme.
- Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.

Evaluating and analysing:

- Use more complex vocabulary when discussing their own and others' art.
- Evaluate their work more regularly and independently during the planning and making process.

Key Knowledge:

Formal elements:

- Shape:** How to use basic shapes to form more complex shapes and patterns.
- Pattern:** Patterns can be irregular and change in ways you would not expect.
- Pattern:** The starting point for a repeating pattern is called a motif, and a motif can be arranged in different ways to make varied patterns.
- Texture:** How to use texture more purposely to achieve a specific effect or to replicate a natural surface.
- Tone:** Using lighter and darker tints and shades of a colour can create a 3D effect.

Making skills:

- To know that a mood board is a visual collection which aims to convey a general feeling or idea.
- To know that batik is a traditional fabric decoration technique that uses hot wax.
- How to select imagery and use it as inspiration for a design project.
- How to make a mood board.
- How to recognise a theme and develop colour palettes using selected imagery and drawings.
- How to draw small sections of one image to focus on colours and texture.
- How to develop observational drawings into shapes and patterns for design.
- How to transfer a design using a tracing method.
- How to make a repeating pattern tile using cut and torn paper shapes.
- How to use glue as an alternative batik technique to create patterns on fabric.
- How to use materials, like glue, in different ways depending on the desired effect.
- How to paint on fabric.
- How to wash fabric to remove glue to finish a decorative fabric piece.

Knowledge of artists:

- Designers can make beautiful things to try and improve people's everyday lives.
- Designers collect visual ideas from a wide range of sources, sometimes collecting these as a mood board.
- Artists and designers sometimes choose techniques based on the time and money available to them.
- Artists use drawing to plan ideas for work in different media.

Evaluating and analysing:

- Artists make choices about what, how and where they create art.
- Art can be created to make money; being an artist is a job for some people.
- Art, craft and design affect the lives of people who see or use something that has been created.
- Artists evaluate what they make, and talking about art is one way to do this.

batik	A technique to create patterns on fabric.
colour palette	A range of colours grouped together to look nice.
craft	Something creative and useful.
design	A decorative pattern or drawing of what something might look like.
industry	Companies and activities that design and make products, sometimes in a factory.
pattern	A design in which shapes, colours or lines are repeated.
repeat	When the same thing occurs more than once.
theme	Similar ideas that work together as a group.