

St. Benedict's Primary School
Art and Design
KNOWLEDGE AND SKILLS BUILDER

Art and Design element from the National Curriculum –
 Evaluate and analyse creative works using the language of Art, Craft and Design

Phase	Context for learning	Knowledge and Skills
KEY STAGE 1	Year 1 Summer 1 Paws, Claws and Whiskers Big Question – Context – Animal Art Programmes of Study Evaluate and analyse creative works using the language of art, craft and design.	Skills Say what they like about their own or others' work using simple artistic vocabulary. Knowledge Aspects of artwork that can be discussed include subject matter, use of colour and shape, the techniques used and the feelings the artwork creates.
	Year 2 Big Question– Context – Programmes of Study	Skills Knowledge
LOWER KEY STAGE 2	Year 3 ILP Autumn 1 Heroes and Villains Big Question – What is the difference between a hero and a villain? Context – Future heroes – Exhibition Programmes of Study Evaluate and analyse creative works using the language of art, craft and design.	Skills Make suggestions for ways to adapt and improve a piece of artwork. Knowledge Suggestions for improving or adapting artwork could include aspects of the subject matter, structure and composition; the execution of specific techniques or the uses of colour, line, texture, tone, shadow and shading.
	Year 3 ILP Summer 2 Tribal Tales Big Question – Context – The Bronze Age – Beaker folk designs/ The Stone Age – Neolithic patterns Programmes of Study Create sketchbooks to record their observations and use them to review and revisit ideas.	Skills Use preliminary sketches in a sketchbook to communicate an idea or experiment with a technique. Knowledge Preliminary sketches are quick drawings that can be used to inspire a final piece of artwork. They are often line drawings that are done in pencil.
	Year 4 ILP Summer 2 Blue Abyss Big Question Context – Another world – Tropical fish and corals/ 3D Art exhibition (Step 4) Programmes of Study Create sketchbooks to record their observations and use them to review and revisit ideas.	Skills Create a series of sketches over time to develop ideas on a theme or mastery of a technique. Knowledge Artists use sketching to develop an idea over time.
UPPER KEY STAGE 2	Year 5 ILP Summer 2 Allotment Big Question: Context – Allotment life – Observational drawing	Skills Review and revisit ideas and sketches to improve and develop ideas. Knowledge

	<p>Programmes of Study Create sketchbooks to record their observations and use them to review and revisit ideas.</p>	<p>Ways to review and revisit ideas include annotating sketches and sketchbook pages, practising and refining techniques and making models or prototypes of the finished piece.</p>
	<p>Year 6 ILP Spring 1 Frozen Kingdom Big Question: Context -The Antarctic and Arctic articulated! Programmes of Study Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>Skills Adapt and refine artwork in light of constructive feedback and reflection. Knowledge Strategies used to provide constructive feedback and reflection in art include using positive statements relating to how the learning intentions have been achieved; asking questions about intent, concepts and techniques used and providing points for improvement relating to the learning intention.</p>
	<p>Year 6 ILP Summer 2 Gallery Rebels Big Question: Context – Curators- Exhibition time! /Reflecting on our work Programmes of Study Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>Skills Adapt and refine artwork in light of constructive feedback and reflection. Knowledge Strategies used to provide constructive feedback and reflection in art include using positive statements relating to how the learning intentions have been achieved; asking questions about intent, concepts and techniques used and providing points for improvement relating to the learning intention.</p>