



The Learning Challenge CURRICULUM

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ART & DESIGN

National curriculum key stage 1: Breadth of study

Explore a range of starting points for practical work.	Work on own and collaborate with others on projects in 2 & 3 dimensions and on different scales.	Use range of materials and processes.	Investigate different kinds of art, craft & design.
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National curriculum key stage 2: Breadth of study

Explore a range of starting points for practical work.	Work on own and collaborate with others on projects in 2 & 3 dimensions and on different scales.	Use range of materials and processes, including ICT.	Investigate art, craft & design in the locality and in a variety of genres, styles and traditions.
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National curriculum knowledge, skills and understanding

	Exploring & developing ideas	Investigating and making art, craft & design	Evaluating & developing work	Knowledge & understanding
KS1	<ul style="list-style-type: none"> - Record from first-hand observation, experience & imagination, and explore ideas - Ask & answer questions about the starting points for their work, & develop their ideas. 	<ul style="list-style-type: none"> - Investigate the possibilities of a range of materials & processes - Try out tools & techniques and apply these to materials & processes, including drawing. - Represent observations, ideas & feelings, and design and make images & artefacts. 	<ul style="list-style-type: none"> - Review what they & others have done; say what they think & feel about it. - Identify what they might change in their current work or develop in their future work. 	<ul style="list-style-type: none"> - Visual & tactile elements, including colour, pattern & texture, line & tone, shape, form & space - Materials & processes used in art, craft & design - Differences & similarities in the works of artists, craftspeople & designers in different times & cultures
KS2	<ul style="list-style-type: none"> - Record from experience & imagination, to select & record from first-hand observation & to explore ideas for different purposes - Raise questions & make thoughtful observations about starting points, & select ideas to use in their work - Collect visual and other information to help them develop their ideas, including using a sketchbook 	<ul style="list-style-type: none"> - Investigate & combine visual & tactile qualities of materials & processes & match these qualities to the purpose of the work - Apply their experiences of materials & processes, including drawing, to develop their control of tools & techniques - Use a variety of methods & approaches to communicate observations, ideas & feelings, & to design & make images & artefacts 	<ul style="list-style-type: none"> - Compare ideas, methods & approaches in their own and others' work & say what they think & feel about them - Adapt their work according to their views & describe how they might develop if further 	<ul style="list-style-type: none"> - Visual & tactile elements, including colour, pattern & texture, line & tone, shape, form & space, & how these elements can be combined & organised for different purposes - Materials & processes used in art, craft & design & how these can be matched to ideas & intentions - The roles & purpose of artists, craftspeople & designers working in different times & cultures

Simple level descriptors

L1	L2	L3	L4	L5
<ul style="list-style-type: none"> • Respond to ideas. • Use variety of materials & processes to communicate ideas & meanings, & design & make images & artefacts. • Describe what they think or feel about their own & others' work. 	<ul style="list-style-type: none"> • Explore ideas. • Investigate & use variety of materials & processes to communicate their ideas & meanings, & design & make images & artefacts. • Comment on differences in others' work & suggest ways to improve their own work. 	<ul style="list-style-type: none"> • Explore ideas & collect visual & other information for their work. • Investigate visual & tactile qualities in materials & processes, communicate their ideas & meanings, & design & make images & artefacts for different purposes. • Comment on similarities & differences between their own & others' work, & adapt & improve their own work. 	<ul style="list-style-type: none"> • Explore ideas & collect visual & other information to help them develop their work. • Use knowledge & understanding of materials & processes to communicate ideas & meanings. • Make images & artefacts which combine & organise visual & tactile qualities to suit intentions. • Compare & comment on ideas, methods & approaches used in own & others' work, having regards to context in which the work was made. • Adapt & improve work to realise own intentions. 	<ul style="list-style-type: none"> • Explore ideas & select visual & other information. • Use ideas in developing work, taking account of purpose. • Manipulate materials & processes to communicate ideas & meanings & make images & artefacts, matching visual & tactile qualities to their intentions. • Analyse & comment on ideas, methods & approaches used in own & others' work, taking account of context. • Adapt & refine work to reflect own view of purpose & meaning.

Art & design challenges			
	Exploring & developing ideas	Investigating & marking art, craft & design	Evaluating & developing work
L1	- Can you develop a piece of art from <stimulus>?	- Can you use different materials to show your ideas?	- Can you describe what you think & feel about your own work? - Can you describe what you think and feel about someone else's work? -
L2	- Can you explore different ideas from your imagination? - Can you explore different ideas from <stimulus>?	- Can you investigate & use different materials to show your ideas?	- Can you describe the differences between works of art? - Can you describe how to improve your own work? -
L3	- Can you think of different ideas for your art work? - Can you collect information and ideas which can help you?	- Can you investigate visual & tactile qualities in materials & processes? - Can you communicate your ideas by using different materials & processes? - Can you design & make images & artefacts for different purposes? -	- Can you describe the similarities and differences between works of art? - Can you adapt & improve your own work?
L4	- Can you use ideas from your art sketchbook to help you? - Can you collect information from different places which can help you develop your own ideas?	- Can you use what you know about different materials & processes to communicate ideas & meanings? - Can you combine visual & tactile qualities to make images & artefacts? -	- Can you compare & comment on ideas, methods & approaches used in your work and others' work? - Can you adapt & improve your work?
L5	- Can you use information from different places to help you develop your own ideas, checking that your ideas are suitable?	- Can you manipulate materials & processes to communicate ideas & meanings? - Can you match visual & tactile qualities to your intentions when making images & artefacts? -	- Can you analyse and comment on ideas, methods & approaches used in your work and others' work? - Can you adapt & refine your work to reflect its purpose & meaning?

The above table outlines the learning challenges for art and design as outlined in the national curriculum. The attainment target in the national curriculum does not stipulate levels for different elements of the art curriculum. The chart on the next page offers an approximation which interprets rather than derives directly from, the statutory curriculum.

It is expected that work from a range of cultural traditions will permeate the teaching units.

Art & design challenges linked to areas of art and design curriculum

	Drawing	Painting	Printing	Textiles	3D	Collage	Use of IT	Knowledge
L1	<ul style="list-style-type: none"> - Can you communicate something about yourself in your drawing? - Can you create moods in your drawings? - Can you draw with pencil & crayons? - Can you draw lines of different shapes & thickness? 	<ul style="list-style-type: none"> - Can you communicate something about yourself in your painting? - Can you name the colours you use, including shades? - Can you create moods in your paintings? - Can you use thick & thin brushes? - Can you paint a picture of something you can see? - Can you name the primary & secondary colours? 	<ul style="list-style-type: none"> - Can you print with sponges, vegetables & fruit? - Can you print onto paper and textile? - Can you design your own printing block? - Can you create a repeating pattern? 	<ul style="list-style-type: none"> - Can you sort threads & fabrics? - Can you group fabrics & threads by colour & texture? - Can you weave with fabric & thread? 	<ul style="list-style-type: none"> - Can you use clay, dough & plasticine? - Can you add texture by using tools? - Can you make different kinds of shapes? - Can you cut, roll & coil materials? 	<ul style="list-style-type: none"> - Can you cut & tear paper and card for your collages? - Can you gather and sort the materials you will need? 	<ul style="list-style-type: none"> - Can you use a simple painting program to create a picture? - Can you use tools like fill & brushes in a painting package? - Can you go back and change your picture? 	<ul style="list-style-type: none"> - Can you describe what you see and like in the work of another artist? - Can you ask sensible questions about a piece of art?
L2	<ul style="list-style-type: none"> - Can you use three different grades of pencil in your drawing? - Can you use charcoal, pencil & pastels? - Can you create different tones using light & dark? - Can you show patterns & texture in your drawings? - Can you use a viewfinder to focus on a specific part of an artefact before drawing it? 	<ul style="list-style-type: none"> - Can you mix paint to create all the secondary colours? - Can you mix & match colours and predict outcomes? - Can you mix your own brown? - Can you make tints by adding white? - Can you make tones by adding black? 	<ul style="list-style-type: none"> - Can you create a print using pressing, rolling, rubbing & stamping? - Can you create a print like a designer? 	<ul style="list-style-type: none"> - Can you join fabric using glue? - Can you sew fabrics together? - Can you create part of class patchwork? 	<ul style="list-style-type: none"> - Can you make a clay pot? - Can you join two finger pots together? - Can you add line & shape to your work? 	<ul style="list-style-type: none"> - Can you create individual & group collages? - Can you use different kind of materials on your collage and explain why you have chosen them? - Can you use repeated patterns in your collage? 	<ul style="list-style-type: none"> - Can you create a picture independently? - Can you use simple IT mark-making tools, e.g. brush & pen tools? - Can you edit your own work? 	<ul style="list-style-type: none"> - Can you link colours to natural & man-made objects? - Can you say how other artists have used colour, pattern & shape? - Can you create a piece of work in response to another artist's work?
L3	<ul style="list-style-type: none"> - Can you use your sketches to produce a final piece of work? - Can you write an explanation of your sketch in notes? - Can you use different grades of pencil shade; show different tones; show tone & texture? 	<ul style="list-style-type: none"> - Can you predict with accuracy the colours that you mix? - Do you know where each of the primary & secondary colours sits on the colour wheel? - Can you create a background using a wash? - Can you use a range of brushes to create different effects? 	<ul style="list-style-type: none"> - Can you make a printing block - Can you make a 2 colour print? 	<ul style="list-style-type: none"> - Can you use more than one type of stitch? - Can you join fabric together to form a quilt using padding? - Can you use sewing to add detail to a piece of work? - Can you add texture to a piece of work? 	<ul style="list-style-type: none"> - Can you add onto your work to create texture and shape? - Can you work with life-size materials? - Can you create pop-ups? 	<ul style="list-style-type: none"> - Can you cut very accurately? - Can you overlap materials? - Can you experiment using different colours? - Can you use mosaic? - Can you use montage? 	<ul style="list-style-type: none"> - Can you use IT programs to create a piece of work that includes your own work and that of others (using web)? - Can you use the web to research an artist or style of art? 	<ul style="list-style-type: none"> - Can you make notes in your sketchbook about techniques used by artists? - Can you compare the work of different artists? - Can you explore work from other cultures? - Can you explore work from other periods of time?

Art & design challenges linked to areas of art and design curriculum

	Drawing	Painting	Printing	Textiles	3D	Collage	Use of IT	Knowledge
L4	<ul style="list-style-type: none"> - Can you identify & draw simple objects, & use marks & lines to produce texture? - Do you successfully use shading to create mood & feeling? - Can you organise line, tone, shape & colour to represent figures & forms in movement? - Can you show reflections? - Can you explain why you have chosen specific materials to draw with? 	<ul style="list-style-type: none"> - Can you create all the colours you need? - Can you create mood in your paintings? 	<ul style="list-style-type: none"> - Can you print using a number of colours? - Can you create an accurate print design? - Can you print onto different materials? 	<ul style="list-style-type: none"> - Can you use textiles & sewing skills as part of a project, e.g. hanging, textile book etc? This could include running stitch, cross stitch, backstitch, appliqué and/or embroidery. 	<ul style="list-style-type: none"> - Do you experiment with & combine materials & processes to design & make 3D form? - Can you sculpt clay & other mouldable materials? 	<ul style="list-style-type: none"> - Can you use ceramic mosaic to produce a piece of art? - Can you combine visual & tactile qualities? 	<ul style="list-style-type: none"> - Can you create a piece of art work which includes the integration of digital images you have taken? - Can you combine graphics & text based on your research? 	<ul style="list-style-type: none"> - Can you experiment with different styles which artists have used?
L5	<ul style="list-style-type: none"> - Can you explain why you have combined different tools to create your drawings? - Can you explain why you have chosen specific techniques? 	<ul style="list-style-type: none"> - Can you explain what your own style is? - Can you use a wide range of techniques in your work? 	<ul style="list-style-type: none"> - Can you overprint using different colours? 	<ul style="list-style-type: none"> - Can you include both visual & tactile elements in your work? 	<ul style="list-style-type: none"> - Can you create models on a range of scales? - Can you create work which is open to interpretation by the audience? 	<ul style="list-style-type: none"> - Can you justify the materials you have chosen? - Can you combine pattern, tone and shape? 	<ul style="list-style-type: none"> - Can you create a piece of art which can be used as part of a wider presentation? 	<ul style="list-style-type: none"> - Can you make a record about the styles and qualities in your work? - Can you say what your work is influenced by? - Can you include technical aspects in your work, e.g. architectural design?