SCHEME OF WORK COVERAGE – ART AND DESIGN	
To develop ideas	Milestone Two – Lower Key Stage Two (Years 3 and 4)  • Develop ideas from starting points throughout the curriculum  • Collect information, sketches and resources  • Adapt and refine ideas as they progress  • Explore ideas in a variety of ways  • Comment on artworks using visual language
To master techniques  Drawing	<ul> <li>Use different hardness's of pencils to show line, tone and texture</li> <li>Annotate sketches to explain and elaborate ideas</li> <li>Sketch lightly (no need to use a rubber to correct mistakes)</li> <li>Use shading to show light and shadow</li> <li>Use hatching and cross hatching to show tone and texture</li> </ul>
To master techniques Painting	<ul> <li>Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines</li> <li>Mix colours effectively</li> <li>Use watercolour paint to produce washes for backgrounds then add detail</li> <li>Experiment with creating mood with colour</li> </ul>
To master techniques Collage	<ul> <li>Select and arrange materials for a striking effect</li> <li>Ensure work is precise</li> <li>Use coiling, overlapping, tessellation, mosaic and montage</li> </ul>
To master techniques Sculpture	<ul> <li>Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials)</li> <li>Include texture that conveys feelings, expression or movement</li> <li>Use clay and other mouldable materials</li> <li>Add materials to provide interesting detail</li> </ul>
To master techniques Print	<ul> <li>Use layers of two or more colours</li> <li>Replicate patterns observed in natural or built environments</li> <li>Make printing blocks (e.g. from coiled string glued to a block)</li> <li>Make precise repeating patterns</li> </ul>
To master techniques Textiles	<ul> <li>Shape and stitch materials</li> <li>Use basic cross stitch and back stitch</li> <li>Colour fabric</li> <li>Quilt, pad and gather fabric</li> </ul>
To master techniques  Digital Media	Create images, video and sound recordings and explain why they were created
To take inspiration from the Greats classic and modern	<ul> <li>Replicate some of the techniques used by notable artists, artisans and designers</li> <li>Create original pieces that are influenced by studies of others</li> </ul>