



Year 2 Art Subject Map



Drawing: Telling A Story

Craft and Design: Map It Out

Sculpture and 3D: Clay Houses

DRIVER WORDS

Year 1

Year 2

Respond

Explore

Share ideas

Develop techniques

Describe

Use ideas of others

GENERATING IDEAS

1.Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.

SKETCH BOOKS

2.Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next. open-ended way.

KNOWLEDGE OF ARTISTS

15.Talk about art I have seen using some appropriate subject vocabulary.
16.Be able to make links between pieces of art.

EVAULATING AND ANALYSING

17.Explain my ideas and opinions about my own and other's art work, giving reasons.
18.Begin to talk about how I could improve my own work.

ARTISTIC VOCABULARY

blend, colour, cool, dark, light, mix, outline, primary, reflection, sculpture, secondary, shadow, shape, sketch, texture, vibrant, warm, 2d, 3d

MAKING SKILLS (FORMAL ELEMENTS)

DRAWING

3.Further develop mark-making within a greater range of media, demonstrating increased control.
4.Develop observational skills to look closely and reflect surface texture through mark-making.
5.Experiment with drawing on different surfaces, and begin to explore tone using a variety of pencil grade (HB, 2B, 4B) to show form, drawing light/dark lines, patterns and shapes.

PAINTING ANF MIXING MEDIA

6.Begin to develop some control when painting, applying knowledge of colour and how different media behave eg adding water to thin paint.
7.Create a range of secondary colours by using different amounts of each starting colour or adding water.
8.Make choices about which materials to use for collage based on colour, texture, shape and pattern. Experiment with overlapping and layering materials to create interesting effects.

SCULPTURE AND 3D

9.Develop understanding of sculpture to construct and model simple forms.
10.Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.
11.Develop basic skills for shaping and joining clay, including exploring surface texture.

CRAFT AND DESIGN

12.Respond to a simple design brief with a range of ideas.
13.Apply skills in cutting, arranging and joining a range of materials to include card, felt and cellophane.
14.Follow a plan for a making process, modifying and correcting things and knowing when to seek advice.