



Art Skills and Knowledge Expected by the End of Year 2	
Developing ideas	To take inspiration from the greats (classic and modern)
Record and explore ideas from first hand observations Generate ideas from a wide range of stimuli, exploring different media and techniques Experiment and try out techniques, demonstrating increased control and a range of media	Understand other artists' choice of materials and techniques and apply this knowledge to their own work Know how to talk about the art they have seen, using some appropriate vocabulary
Painting	Drawing
Experiment with tools and techniques e.g. layering, mixing media Create texture by adding other materials Mix a range of secondary colours and create new shades and tones Know the name of different types of paints and their properties Work in a wide range of scales	Draw on different surfaces with a range of media. Use differently textured and sized media. Investigate tone by drawing light/dark lines, patterns, shapes etc. Investigate textures by describing, naming, rubbing, scratching, blending and copying
Textiles	Sculptures
Use and combine a variety of different techniques – knitting, tie dying, embroidery and weaving to create a new fabric Make choices about which materials and techniques need to be used to create certain effects Create textured collages from a variety of media	Know that some materials are suitable for sculpting and understand that malleable materials can be sculpted into different shapes. Manipulate malleable materials in a variety of ways (rolling, kneading) Explore sculpture with a range of malleable media Manipulate malleable materials for a purpose, e.g. pot, figure
Printing	Digital Media
Understand that there are different techniques and materials that can be used for printing and how choices made can change the printed effect. Print using a variety of different materials and printing techniques Design more complex patterns	Know how computers and digital equipment can be used to create and alter images. Further explore ideas using digital sources Record visual information using digital cameras, video recorders Use a simple graphics package to create images and effects with increasing control