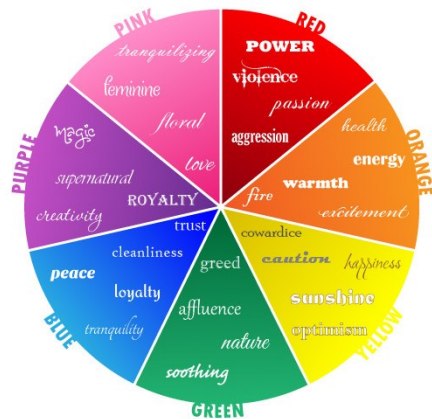


Milestone 2 Art and Design Knowledge Organiser PAINTING

Develop Ideas

- Develop ideas from starting points throughout the curriculum.
- Collect information, sketches and resources.



Master Techniques

Painting



- Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.



- Mix colours effectively.
- Use watercolour paint to produce washes for backgrounds then add detail.
- Experiment with creating mood with colour.

Take Inspiration From The Greats

- Comment on artworks using visual language.

Content: What is the subject matter of the painting?

Form: What are the visual elements, colour, shape and pattern?

Process: look at the techniques that made the painting.

Mood: Investigate the mood, atmosphere and feelings evoked by the work.

European Artists—Impressionists



Milestone 2 Art and Design Knowledge Organiser COLLAGE

Develop Ideas

- Select and arrange materials for a striking effect.
- Preparing the paper
- Colour and shapes used



Master Techniques

Collage

- Ensure work is precise.
- Use coiling, overlapping, tessellation, mosaic and montage.

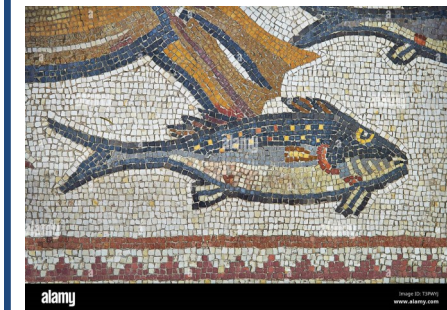


Take Inspiration From The Greats

Kurt Schwitter—The creator of collage



Roman Mosaics



Impressionistic

Where the subjects are recognisable but not clearly defined, as in a photograph

Collage

2D work made from a variety of materials pasted onto board or paper

Milestone 2 Art and Design Knowledge Organiser SCULPTURE

Develop Ideas

- Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).



Master Techniques

Sculpture

- Include texture that conveys feelings, expression or movement.
- Use clay and other mouldable materials.
- Add materials to provide interesting detail.



Take Inspiration From The Greats

Giacometti



Jewellery Designers

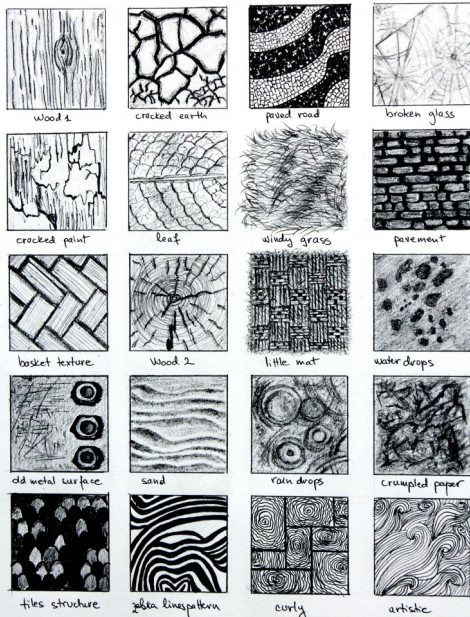
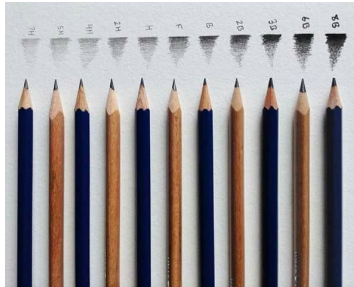


Milestone 2 Art and Design Knowledge Organiser DRAWING

Develop Ideas

Use different hardnesses of pencils to show line, tone and texture.

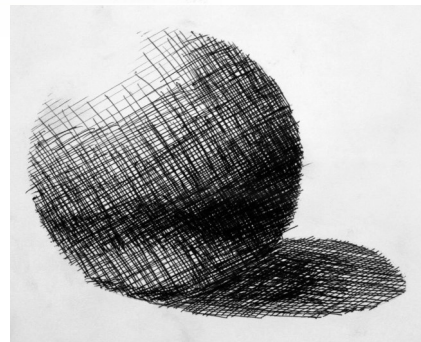
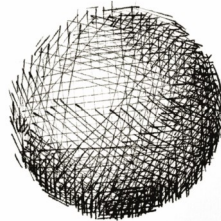
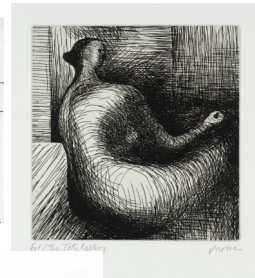
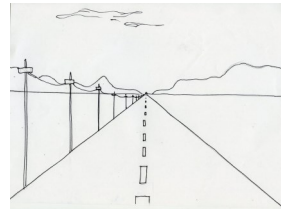
- Annotate sketches to explain and elaborate ideas.
- Sketch lightly (no need to use a rubber to correct mistakes).



Master Techniques

Drawing, Shadow, 3d

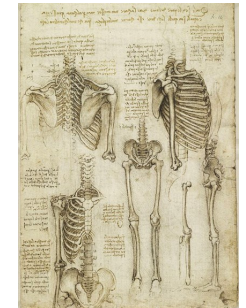
- Use shading to show light and shadow.
- Use hatching and cross hatching to show tone and texture.



Take Inspiration From

The Greats

Leonardo DaVinci



L.S Lowry



Milestone 2 Art and Design Knowledge Organiser PRINTING

Develop Ideas

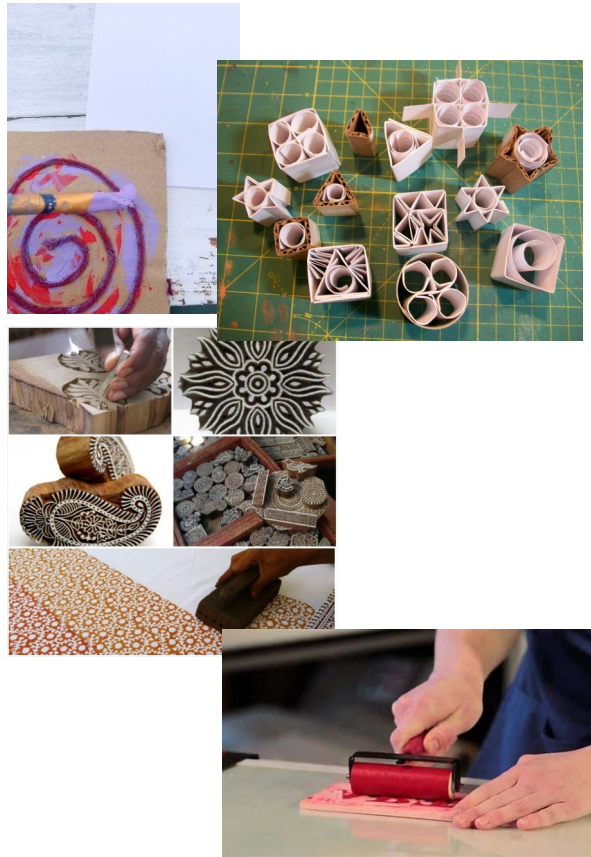
- Use layers of two or more colours.
- Replicate patterns observed in natural or built environments.



Master Techniques

Printing

- Make printing blocks (e.g. from coiled string glued to a block).
- Make precise repeating patterns.



Take Inspiration From

The Greats



Viking
runes



Anselm
Kiefer

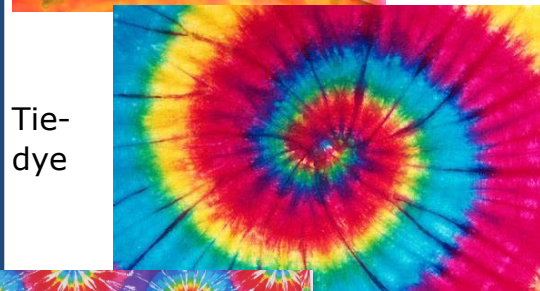
Milestone 2 Art and Design Knowledge Organiser TEXTILES

Develop Ideas

- Colour fabric.
- Shape and stitch materials.



Dying



Tie-dye



Batik



Master Techniques

Textiles

- Use basic cross stitch and back stitch.
- Create weavings
- Quilt, pad and gather fabric.



Take Inspiration From The Greats

Sewing purses/bags

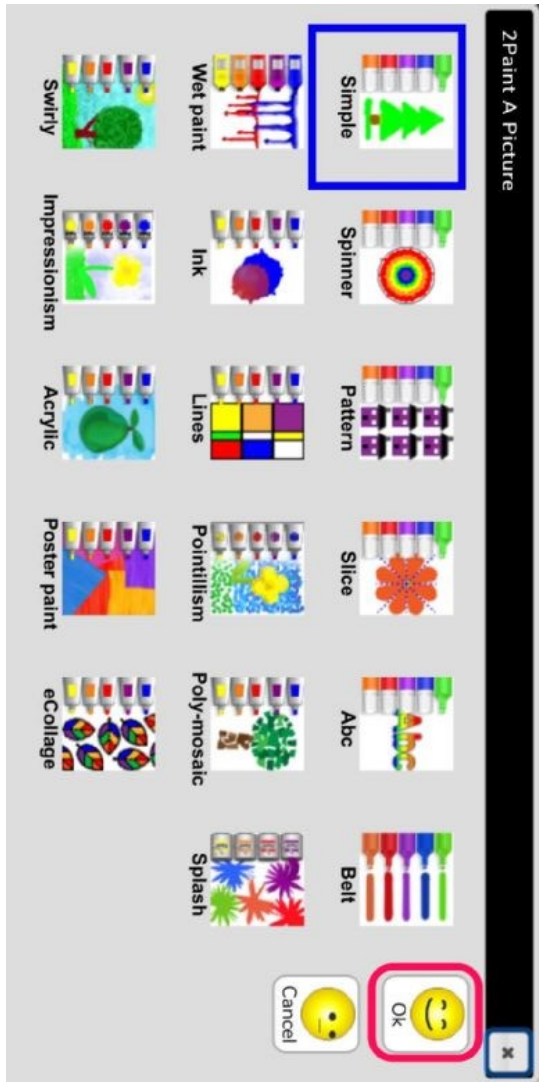


Coco Chanel



Milestone 2 Art and Design Knowledge Organiser DIGITAL ART

Develop Ideas



Master Techniques

Digital Art

- Create images, video and sound recordings and explain why they were created.



Take Inspiration From

The Greats

Andy Warhol



Yayoi Kusama

