



Art & Design Component Knowledge

Year 2

Craft and design: Map it out

National Curriculum

Pupils should be taught to:

- To use a range of materials creatively to design and make products
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

Key learning and Component knowledge

Key Learning:

L1: To investigate maps as a stimulus for drawing.

Component Knowledge:

- Sort images into groups and explain choices
- Draw a familiar journey
- Use colour and detail to make an interesting map

Key Learning:

L2: To develop a drawing into 3D artwork. (OPTION 2)

Component Knowledge:

- Choose materials to represent features of 2D map drawing
- Layer materials to create a 2D effect
- Explain how Emma Johnson inspired my art

Key Learning:

L3: To experiment with a craft technique to develop an idea.

Component Knowledge:

- Make an abstract composition
- Simplify a drawn idea, looking for big shapes and important lines
- Cut, layer and arrange the shapes

Key Learning:

L4: To develop ideas and apply craft skills when printmaking.

Component Knowledge:

- Use simple lines and shapes from my map drawing to design a printing tile.
- Make choices about how to use my prints to make an artwork.
- Improve my print.

Key Learning:

L5: To present artwork and evaluate it against a design brief.

Component Knowledge:

- Compare my craft artworks and describe which is my favourite and why.
- Talk about which artwork best meets the brief.
- Make choices about how to display our artworks effectively.

Painting and mixed media: Life in colour

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Key learning and Component knowledge

Key Learning:

L1: To develop knowledge of colour mixing.

Component Knowledge:

- Name the primary and secondary colours.
- Describe what happens when I mix two secondary colours.
- Make choices about how to make colours lighter or darker.

Key Learning:

L2: To know how texture can be created with paint.

Component Knowledge:

- Describe colours and textures
- Choose painting tools to recreate a texture.
- Mix a range of secondary colours.

Key Learning:

L3: To use paint to explore texture and pattern.

Component Knowledge:

- Explain the word 'collage'.
- Choose materials and tools to make textures with paint.
- Mix colours to match something I see.

Key Learning:

L4: To compose a collage, choosing and arranging materials for effect.

Component Knowledge:

- Choose collage materials based on colour and texture.
- Describe how my choices match my ideas.
- Try out different arrangements of materials, including overlapping.

Key Learning:

L5: To evaluate and improve artwork.

Component Knowledge:

- Say what I like or don't like about artwork.
- Talk about how to improve work
- Choose which materials and tools to use

Sculpture and 3D: Clay Houses

National Curriculum

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Key learning and Component knowledge

Key Learning:

L1: To use my hands as a tool to shape clay.

Component Knowledge:

- Flatten clay to make a smooth surface
- Shape clay with hands
- Make different marks in clay by pressing into it
- Shape clay to make a model

Key Learning:

L2: To shape a pinch pot and join clay shapes as decoration.

Component Knowledge:

- Use the pinching technique to shape a pot.
- Use fingers and thumbs to make the sides of the pot even.
- Join clay to help decorate pot.

Key Learning:

L3: To use impressing and joining techniques to decorate a clay tile.

Component Knowledge:

- Describe my ideas about the work of artist Rachel Whiteread.
- Roll a smooth clay tile.
- Create a pattern by pressing into and joining pieces onto tile.

Key Learning:

L4: To use drawing to plan the features of a 3D model.

Component Knowledge:

- Draw a house that will be made into a clay tile.
- Decide how to create features like a door, windows and the roof in clay.
- Label drawings accurately

Key Learning:

L5: To make a 3D clay tile from a drawn design.

Component Knowledge:

- Use design to guide clay work
- Use both pressing in and joining clay techniques on tile
- Evaluate finished tile, saying how it reflects the design