

Year Group and Class	Autumn Term	Spring Term	Summer Term
Year 2 Cherry	Explore and Draw Pathway: Explore & Draw	Expressive Painting Pathway: Expressive Painting	Be an Architect Pathway: Be An Architect
Breadth	Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.	Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark making to create abstract still life's.	Exploring architecture and creating architectural models.
Threshold Concepts	<p>Artist-Rosie James, Alice Fox</p> <p>That artists explore the world, seeing things around them in new ways, and bring things back to their studios to help them make art.</p> <p>That we can go into our own environments, even when they are very familiar to us, and learn to see with fresh eyes and curiosity.</p> <p>That we can use the things we find to draw from, using close observational looking.</p> <p>That we can explore and use art materials, be inventive with how we use them, taking creative risks and enjoying accidents as well as planned successes.</p> <p>We can use the shape of the page, and the way we arrange elements on the page, to create compositions which we like</p>	<p>Artists: Marelá Zacarías, Charlie French, Vincent Van Gogh, Cezanne</p> <p>That artists sometimes use loose, gestural brush marks to create expressive painting.</p> <p>Expressive painting can be representational or more abstract.</p> <p>Artists use impasto and sgraffito to give texture to the painting.</p> <p>Artists sometimes use colour intuitively and in an exploratory manner.</p> <p>That we can enjoy, and respond to, the way paint and colour exist on the page.</p>	<p>Artists: Hundertwasser, Zaha Hadid, Heatherwick Studios</p> <p>That architects design buildings and other structures which relate to our bodies and which enhance our environment.</p> <p>That architects take inspiration from the environment their building will exist in, and from the people they will serve, to design exciting structures.</p> <p>That we can use drawing as a way to help us process and understand other people's work.</p> <p>That we can use digital tools such as drones and film to inspire us.</p> <p>That we can use our imaginations to make architectural models to explore how we might design buildings relating to a particular need or stimulus.</p> <p>That we can use "Design Through Making" (some call it Make First) as a way to connect our imagination, hands and materials.</p>
Milestones	<p>Drawing Draw lines of different size and thickness. Colour (own work) neatly, following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils.</p> <p>Printing Use repeating or overlapping shapes Mimic print from the environment (e.g. wallpapers) Use objects to create prints (e.g. fruit, vegetables or sponges) Press, roll, rub and stamp to make prints</p> <p>Collage Use a combination of material that are cut, torn and glued Sort and arrange materials Mix materials to create texture.</p>	<p>Paint Use thick and thin brushes. Add white and black for tints and tones. Explore the colour wheel.</p> <p>Drawing Draw lines of different size and thickness. Colour (own work) neatly, following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils.</p> <p>Collage Use a combination of material that are cut, torn and glued Sort and arrange materials Mix materials to create texture.</p>	<p>Textiles Use weaving to create a pattern.</p> <p>Collage Use a combination of material that are cut, torn and glued Sort and arrange materials Mix materials to create texture.</p> <p>Drawing Draw lines of different size and thickness. Colour (own work) neatly, following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils.</p> <p>Sculpture Use a combination of shapes Include line and textures. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting, moulding and carving.</p> <p>Digital Media Use a wide range of tools to create different textures, lines, tones, colours and shapes.</p>