

Art Framework - Milestone 1

Intent		
<ul style="list-style-type: none"> • The ability to use visual language skillfully and convincingly (for example, mark making, line, shape, pattern, colour, texture, form) to express emotions, interpret observations, convey insights and accentuate their individuality. • The ability to communicate fluently in visual and tactile form. • The ability to draw confidently and adventurously from observation, memory and imagination. • The ability to explore and invent marks, to develop and deconstruct ideas and communicate perceptively and powerfully through purposeful drawing in 2D, 3D or digital media. • A good working knowledge and understanding of other artists, craftmakers and designers. • The ability to think and act like creative practitioners by using their knowledge and understanding to inform, inspire and interpret ideas, observations and feelings. • Independence, initiative and originality which they can use to develop their creativity. • The ability to select and use materials, processes and techniques skillfully and inventively to realise their intentions. • The ability to capitalise on the unexpected when handling media, following processes and developing ideas. • The ability to reflect on, analyse and critically evaluate their own work and that of others. • A passion for and a commitment to the subject. 		
Threshold Concepts	Skills	
Develop ideas This concept involves understanding how ideas develop through an artistic process.		<ul style="list-style-type: none"> • Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.
Master techniques This concept involves developing a skill set so that ideas may be communicated.	Painting	<ul style="list-style-type: none"> • Explore thick and thin brushes. • Mix primary colours to make secondary. • Add white to colours to make tints and black to colours to make shades.

		<ul style="list-style-type: none"> • Create colour wheels.
	Collage	<ul style="list-style-type: none"> • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture.
	Sculpture	<ul style="list-style-type: none"> • Use a combination of shapes. • Include lines and texture. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving.
	Drawing	<ul style="list-style-type: none"> • Draw lines of different sizes 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.
	Print	<ul style="list-style-type: none"> • Explore repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers). • Explore objects to create prints (e.g. fruit, vegetables or sponges). • Press, roll, rub and stamp to make prints.
	Textiles	<ul style="list-style-type: none"> • Explore weaving to create a pattern. • Explore techniques for joining materials • Explore plaiting. • Explore dip dye techniques.
	Digital media	<ul style="list-style-type: none"> • Explore a wide range of tools to create different textures, lines, tones, colours and shapes.
Take inspiration from the		<ul style="list-style-type: none"> • Describe the work of notable artists,

greats This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history.		artisans and designers. <ul style="list-style-type: none">• Explore some of the ideas of artists studied to create pieces.
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