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| **Milestones 2 Year 3 and 4** | | |
| **Art and Design** | **Technology** | **Music** |
| **To develop ideas**  • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. | **Master Skills: Food**  • Prepare ingredients hygienically using appropriate utensils.  • Measure ingredients to the nearest gram accurately.  • Follow a recipe.  • Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking). | **To perform**  • Sing from memory with accurate pitch.  • Sing in tune.  • Maintain a simple part within a group.  • Pronounce words within a song clearly.  • Show control of voice.  • Play notes on an instrument with care so that they are clear.  • Perform with control and awareness of others. |
| **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. | **Master Skills: Materials**  • Cut materials accurately and safely by selecting appropriate tools.  • Measure and mark out to the nearest millimetre.  • Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs).  • Select appropriate joining techniques. | **To compose**  • Compose and perform melodic songs.  • Use sound to create abstract effects.  • Create repeated patterns with a range of instruments.  • Create accompaniments for tunes.  • Use drones as accompaniments.  • Choose, order, combine and control sounds to create an effect.  • Use digital technologies to compose pieces of music. |
| **Master Techniques: Collage**  • Select and arrange materials for a striking effect. • Ensure work is precise. • Use coiling, overlapping, tessellation, mosaic and montage. | **Master Skills: Textiles**  • Understand the need for a seam allowance.  • Join textiles with appropriate stitching.  • Select the most appropriate techniques to decorate textiles. |
| **Master Techniques: Sculpture**  • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Include texture that conveys feelings, expression or movement. • Use clay and other mouldable materials. • Add materials to provide interesting detail. | **Master Skills: Electrical / Computing**  • Create series and parallel circuits  • Control and monitor models using software designed for this purpose. | **To transcribe**  • Devise non-standard symbols to indicate when to play and rest.  • Recognise the notes EGBDF and FACE on the musical stave.  • Recognise the symbols for a minim, crotchet and semibreve and say how many beats they represent. |
| **Master Techniques: Drawing**  • 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).  • Use shading to show light and shadow.  • Use hatching and cross hatching to show tone and texture. | **Master Skills: Construction / Mechanics**  • Choose suitable techniques to construct products or to repair items.  • Strengthen materials using suitable techniques.  • Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears). | **To describe music**  • Use the terms: duration, timbre, pitch, beat, tempo, texture and use of silence to describe music.  • Evaluate music using musical vocabulary to identify areas of likes and dislikes.  • Understand layers of sounds and discuss their effect on mood and feelings. |
| **Master Techniques: Print**  • Use layers of two or more colours.  • Replicate patterns observed in natural or built environments.  • Make printing blocks (e.g. from coiled string glued to a block).  • Make precise repeating patterns. | **Design, Make, Evaluate, Improve**  • Design with purpose by identifying opportunities to design.  • Make products by working efficiently (such as by carefully selecting materials).  • Refine work and techniques as work progresses, continually evaluating the product design.  • Use software to design and represent product designs. |
| **Master Techniques: Textiles**  • Shape and stitch materials.  • Use basic cross stitch and back stitch.  • Colour fabric.  • Create weavings.  • Quilt, pad and gather fabric. | **Inspiration from design in history**  • Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.  • Improve upon existing designs, giving reasons for choices.  • Disassemble products to understand how they work. |
| **Master Techniques: Digital Media**  • Create images, video and sound recordings and explain why they were created. |
| **Inspiration from the greats**  • Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others. |