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| **Milestones 2 Year 3 and 4** |
| **Art and Design**  | **Technology** | **Music**  |
| **To develop ideas**• Develop ideas from starting pointsthroughout 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 thickand thin brushes to produce shapes, textures,patterns and lines.• Mix colours effectively.• Use watercolour paint to produce washes forbackgrounds 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 strikingeffect.• Ensure work is precise.• Use coiling, overlapping, tessellation, mosaicand 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 createrecognisable forms (e.g. shapes made fromnets 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 bynotable artists, artisans and designers.• Create original pieces that are influenced bystudies of others. |