



## St Margaret's CE Primary School

### Knowledge Builder: Art

Know which art techniques to choose for specific purposes	Know which art tools to choose for specific purposes and how to use them safely	Know about the influence of different historical, cultural and social contexts on artists	Know and use a wide range of art and design vocabulary in critiques	Know how architecture shapes communities and landscapes	Know that art reflects and influences culture and vice versa
Know how different techniques are used to create different effects e.g. relief printing	Know how using different art tools can create different effects e.g. use of different brush sizes	Know some of the key ideas, techniques and practices of a variety of different artists (design and craft)	Understand key vocabulary relating to a range of different art techniques	Know the names of some famous architects and give examples of their work.	Understand that art is an identifying feature of different cultures and religions
Know which techniques are specific to which art media e.g. colour wash - painting	Know which tools are specific to which art media e.g. drawing - pencils, pastels, charcoal	Know that different forms of creative works have been made by people from all cultures and times	Understand simple vocabulary related to shape, space, line, tone and colour	Know that buildings are designed by skilled architects	Know that artists from different countries used their art to represent their surroundings e.g. Monet
Know which art techniques to choose for a specific purpose	To know the names of basic art tools such as paintbrush, easel etc	Know that art (design and craft) is created by skilled artists	Identify a range of colours and simple art techniques e.g. printing, painting and drawing	Name different types of buildings and some of their features e.g. roof, door, steeple	Know that art can be found in different forms everywhere.
<b>Techniques</b>	<b>Tools</b>	<b>People</b>	<b>Vocabulary</b>	<b>Architecture</b>	<b>Cultural Understanding</b>