

IPC STRAND	NC outcomes	MILEPOST 2	Scavengers and Settlers	Island Life	Temple Tombs and Treasures	Travel and Tourism	All aboard
<b>English National Curriculum coverage opportunities</b>			<b>3</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>4</b>
Design and plan to create	To create sketch books to record their observations and use them to review and revisit ideas	2.01 Be able to plan and create an original work of art to express experiences, thoughts, ideas and/or emotions					
	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	2.02 Be able to demonstrate improvement when using/practising a specific technique					
		<b>2.03 Be able to create an original artwork to serve a given purpose selecting from a range of given media</b>					
		2.04					
		2.05 Understand that inspiration for the creative process can come from changing and manipulating the work of someone else					
Experiment and play to create	To create sketch books to record their observations and use them to review and revisit ideas	2.06 Be able to experiment with and combine a variety of materials, techniques and technologies					
	To create sketch books to record their observations and use them to review and revisit ideas	<b>2.07 Be able to select materials and techniques to communicate an idea and be able to explain their selection</b>					
Visual literacy		2.08 Know about line, value, colour and the difference between shape and form					
		2.09 Know that an artwork can have one or more purposes					

Critical appreciation	About great artists, architects and designers in history	2.10 Know that some artistic methods are more typically associated with some places than others					
		2.11 Understand that there is a difference between copying art and being inspired by artists' work					
	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	2.12 Understand how techniques in visual communication can be used to create different effects					
	About great artists, architects and designers in history	<b>2.13 Be able to make inferences about artists and their intention(s)</b>					
		2.14					