



St Leo's and Southmead
Catholic Nursery and Primary
School

Year
Two

Art Knowledge Organiser

Spring
Term

Amazing Activities

To visit Stadt Moers park to produce sketches and collect natural objects to utilise in printing lessons.

Key Concepts

William Morris was a famous British artist.

He used his art work and designs to create stained glass windows, tapestries, fabrics and wall papers.

Identify natural and man made patterns

Use lines, patterns and tone to extend and develop a piece based upon the work of William Morris.

Create repeating patterns in the style of William Morris using block printing.

Explore printing using a variety of materials, paint and ink.

Utilise a graphics

Programme to create a repeated pattern



William Morris

- William Morris was a British artist born in London in 1834 and died in 1896.
- He is famous for his patterns and designs inspired by flowers and plants.
- His designs were printed and repeated many times and use to make wallpapers and fabrics.



Curriculum Links

- Literacy Link:** Opportunities for the children to use books and websites to research.
- History Link:** Opportunities for the children to learn about the historical context of the artist and their work.

Skills

- To use drawing and painting to share their ideas and imagination.
- To develop a wide range of art and design techniques using colour, pattern, texture, line and shape.
- To explore the work of a famous artist.
- To create a piece of art that uses techniques used by the artist explored.

Key Vocabulary

Key Vocabulary	Definition	
Colour	This is what we can see when light bounces off objects. For example red, yellow and blue.	
Line	A short or continuous mark made by moving a	
Pattern	the part of a plant which is often brightly coloured and grows at the end of a stem	
Print Making	A print is an impression made by any method involving transfer from one surface to another	
Shade	The act of adding tone to a drawing.	
Shape	This is an area enclosed by a line. It could be just an outline, or it could be shaded in for example circle, square etc	
Texture	This is the way something feels or looks like it feels.	
Tone	This refers to how light or dark something is.	