



National Curriculum: Children should be taught to...		EYFS By the end of EYFS pupils will have had the opportunity to...	Year 1 By the end of Year 1 pupils will have had the opportunity to...	Year 2 By the end of Year 2 pupils will have had the opportunity to...	Year 3 By the end of Year 3 pupils will have had the opportunity to.....	Year 4 By the end of Year 4 pupils will have had the opportunity to...	Year 5 By the end of Year 5 pupils will have had the opportunity to...	Year 6 By the end of Year 6 pupils will have had the opportunity to...	Resources
KS1 - to use a range of materials creatively to design and make products - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	DRAWING	- Explore and experiment with mark-making using a variety of drawing tools - Make marks, lines, curves, shapes and representations - Explore different paper styles, sizes and shapes to make marks on	- Continue to explore and use a variety of drawing tools with more confidence - Begin to control lines to create simple drawings - Explore different types of paper styles, sizes, shapes and textures to draw on	- Explore drawing techniques, developing skill and control with a range of drawing materials - Draw from observation, adding some detail - Begin to apply tone to describe form - Discuss use of shadows, light and dark.	- Develop drawing skills by drawing from direct observation, including greater detail - Begin to use different pencil grades to experiment with tone - Begin to use tonal shading to show light and shadow - Make quick, light sketches (no need for rubber) in sketchbooks	- Make close observational drawings with detail - Use different pencil grades to shade and to create tone and texture - Identify the effect of light on objects – develop shadows - Use hatching/ cross-hatching for shading and texture - Learn how to sketch and place basic objects/shapes before adding detail – look at proportion	- Make increasingly detailed and accurate observational drawings - Use a variety of media/techniques to shade and achieve tone and texture e.g. cross-hatching, pointillism, use of rubber - Draw the effect of light on objects and people - use shading to show light and shadow - Annotate sketches and record ideas in sketch books - Begin to understand perspective e.g. the relative size of objects in pictures: small = further away	- Make increasingly accurate drawings of objects – understanding that drawings require a range of skills that can improve with practice. - Select and use a variety of media/techniques to achieve a specific outcome - Draw the effect of light on objects and people from different directions - Use ideas, observation, designs, sketches in sketchbooks to create a larger final piece - Understand perspective, fore/back and middle ground	Paper Pencils Biros Felt tips Sketchbooks Chalks Crayons Pencil crayons Charcoal Pastels Fineliner pens Sharpies Different papers ICT software
KS2: - to create sketch books to record their observations and use them to review and revisit ideas - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay)	PAINTING	- Use a variety of tools to make different marks - colour, shape and thickness - Learn poster painting technique and routines (including taking care of equipment, washing brushes etc.) - Experiment with, use and mix primary colours (non-formal) - Recognize and name primary and secondary colours	- Understand the need to select appropriate size of brush - Know how to use poster paint appropriately (inc experimenting with thickness of paint by adding water) - Experiment with different ways of applying paint e.g. brushing, printing, splatting, blowing - Understand how to mix primary colours into secondary colours - Recognise and name colours	- Understand how to use at least two different sized brushes with accuracy - Use a greater variety of paint including acrylic and watercolour - Experiment with different ways of applying paint to paper e.g. sponging, creating thin washes, - Understand how to mix secondary colours + brown - Begin to develop tones of colours (using white) - Darken colours without using black - Recognise warm and cool colours	- Understand how to use at least two different sized brushes with accuracy, selecting appropriate ones at appropriate times - Apply colour using greater variety of techniques e.g. dotting, scraping, splashing - Experiment with watercolour – create washes for backgrounds - Mix tones of colours, including flesh colours and different greens for e.g. leaves - Make colour wheels - Explore the relationship between mood and colour	- Experiment with different tools other than brushes (cotton buds, forks, spoons, palette knives) to apply paint to paper to create different effects - Use watercolour with more confidence, exploring intensity of colour to develop shades - Mix graduations of one colour e.g. dark green to light green by adding white, and yellowy greens by adding yellow - Make more extensive colour wheels, looking at complimentary colours - Begin to use colour to reflect mood	- Choose suitable tools for the task - Continue to experiment with and develop different skills and paint techniques previously learned - Explore how to create more textured art works e.g. acrylics - Develop watercolour techniques further - Mix colour with increasing accuracy, knowing how to lighten, darken, thicken, add texture - Explore the use of complementary colours further - Use colour to reflect mood	- Choose suitable tools for various different purposes - Use skills and techniques learned more confidently and with greater accuracy - Use and mix colours using powder, poster, acrylic and watercolour paints to achieve desired effect e.g. for texture or blending - Use paints/colour to create hue, tint, light, tone, shade and mood	Brushes Poster paint Acrylic Watercolour Wood blocks Canvas squares Watercolour paper Water pots Palettes ICT software

KS1 - to use a range of materials creatively to design and make products - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space KS2: - to create sketch books to record their observations and use them to review and revisit ideas - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay)	PRINTING	- Make rubbings e.g. bark, brick rubbings - Explore finger printing, sponge printing, stamping, stencils - Print with a variety of natural/found objects e.g. fruit, sponges, blocks, 3D shapes	- Make rubbings e.g. leaf, coin rubbings - Create repeating patterns - Print with a growing range of objects e.g. cotton reels, corks, matchboxes, string on card – explore possibilities	- Create regular and irregular patterns - Use repeating patterns and overlapping shapes - Print, roll, rub, stamp with various objects to create prints (negative and positive) - Experiment with marbling	- Take prints from other objects (leaves, fabric, corrugated card) using roller and inks - Explore relief printing – string on wood blocks/cardboard - Form string roller prints to create continuous patterns - Experiment with marbling	- Design and make simple block prints and print using roller and inks - Explore relief printing – form repeated patterns, tessellations, overlays - Use layers of two or more colours - Explore monoprinting	- Design and make polystyrene printing blocks to use with roller and ink - Design and create motifs to be turned into printing block images - Use layers of two or more colours - Explore monoprinting	- Design and create motifs to be turned into printing block images - Investigate techniques from paper printing to work on fabrics - Explore screen printing - Explore intaglio (copper etching)	Fruti/veg Cotton reels Corks 3D shapes Sponges String Card Polystyrene Inks Rollers Fabric ICT software
	SCULPTURE	- Explore a variety of materials - handling, feeling, enjoying and manipulating - Build and construct a 3D forms through play - Investigate playdough, plasticine, sand - shape and mould into a solid form	- Investigate a variety of materials and experiment with how they can be connected together - Begin to create 3D forms using a variety of materials - Investigate salt dough - shape, mould, pinch, roll, twist and slice (cook and decorate)	- Have an understanding of simple joining techniques - Look at real-life 3D forms and try to recreate using a range of materials - Investigate clay - shape, mould, pinch, roll, twist and coil, harden, decorate - Explore decorative techniques by scratching, pressing, carving	- Have an understanding of different adhesives and methods of joining and construction - Look at real-life 3D forms and try to recreate using a range of materials - Investigate clay and Modroc - shape, form, mould, roll, coil and construct to create recognizable forms - Add greater detail and texture	- Explore how to layer materials on to a form to create a different effect - Investigate ways of joining clay – scratch and slip - Understand sculpture can be made by the removal of material as well as adding material – e.g. gauging - Create work on a larger scale as a group - Plan and develop ideas	- Continue to explore how to layer materials, building a collage element into the sculptural process - Investigate ways of joining clay – scratch and slip - Understand sculpture can be made by the removal of material as well as adding material – e.g. gauging - Create work on a larger scale as a group - Plan and develop ideas - Discuss own work and that of other sculptors	- Shape, form, model, construct and join from observation and own imagination - Design and create sculpture, both large and small, working individually or as a group - Build upon pipe cleaners/wire to create forms which are padded out - Plan and develop ideas - Discuss and evaluate own work and that of other sculptors	Play dough Plasticine Sand Clay Mod Roc Model-making/clay tools Wire Card Boxes Wood Junk modelling materials Range of adhesives
	COLLAGE	- Collect natural materials to create a temporary collage - Experiment with cutting, tearing, sticking, layering paper - Explore textures and materials	- Collect natural materials to create a temporary collage - Cut, tear, stick, layer paper to create different effects - Explore, sort and arrange materials	- Use a combination of given materials to create different effects/textures - Use tearing, layering, overlapping, folding, coiling - Create collages based on a simple drawing, using papers and materials	- Use a range of materials creatively - Use a range of techniques including overlapping and tessellation to create a montage - Create collages based on a simple drawing, using papers and materials	- Use a range of materials creatively - Use layering, overlapping, coiling, tessellation, montage and mosaic techniques - Design and create collages as a response to a photo or a painting	- Choose suitable materials for effect - Use different techniques, colours and textures when designing and making collages - Create a collage using fabric or mosaics - Design and create collages as a response to a range of stimulus	- Choose suitable materials for effect - Use different techniques, colours and textures when designing and making collages - Create a collage using mosaics or blunt glass - Design and create collages as a response to a range of stimulus, trying to think of more abstract ways of showing views	Paper Fabric Weaving materials Scissors Glue String Feathers Pipe cleaners Ribbon Mosaics
	TEXTILES	- Handle, feel, explore fabrics and textures - Make a simple weaving using recycled materials	- Sort and choose materials according to qualities - Make weavings with recycled materials	- Compare different fabrics - Use weaving to create patterns - Use large eyed needles – running stiches - Dye paper and fabrics using tea, red cabbage, beetroot, leaves etc.	- Use smaller needles and finer threads - Start to explore other simple stitches – basic cross stitch - Explore patterned fabric - Explore tye-dying/dip-dying	- Use a wider variety of stitches and threads – cross stitch and back stitch - Explore embroidery designs and patterns from around the world - Explore tye-dying and simple batik work	- Use wide variety of stitches more confidently and with accuracy - Explore embroidery designs from around the world, create own designs based on these - Develop/make designs into articles using textiles	- Demonstrate more confident use of stitching and choice of thread - Create more detailed designs - Develop/make designs into articles and evaluate and im - prove	Fabric assortment Weaving materials Paper Plastic bags Thread Needles Dyes

<u>KS1:</u> - about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. <u>KS2:</u> - about great artists, architects and designers in history.	KNOWLEDGE ABOUT ARTISTS	Study the work of the artists: Paul Klee Piet Mondrian Alma Woodsey Thomas Eric Carle	Study the work of the artists: Cezanne Vincent Van Gogh Stone Age Art Matisse	Study the work of the artists:	Study the work of the artists:
--	-------------------------	--	--	--------------------------------	--------------------------------