

ART Pupils should be taught....	EYFS	Yr 1	Yr 2	Yr 3	Yr 4	Yr 5	Yr 6
To use a range of materials creatively to design and make products	Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures.	Investigate different materials and how they can be adapted, including experimenting with pleating, cutting and folding paper and thin card to understand the difference between 2D and 3D. Explore a range of mediums and discover their range of effects when designing and making a product.	Investigate different methods of designing; including drawing and use of ICT. Decide on methods, materials and processes. Use a range of mediums to design products. Experiment with different types of materials to design and make products.				
To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination (KS1) To create sketch books to record their observations and use them to review and revisit ideas (KS2)	Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.	Share ideas about what art is and where it can be found. Work as part of a group to create a piece of work and also create art work independently. Draw from imagination, observation and memory to design things, record observations, tell stories and express thought and feelings to others	Observe different artists by having the opportunity of seeing real art and identifying possible inspiration behind the artist's work. Discover together how to use drawing as a precursor for other art work, including for example in a class sketch book. Make art individually and collaboratively, sharing ideas for design, technique and use of materials.	Create a sketch collection in books/folders to record their observations and use them to review and revisit ideas. Sketch collection of observational drawings and ideas using line, tone, texture, and shading. Draw accurately from observation Draw from imagination and memory. Draw lines of different sizes and thicknesses. Colour neatly following the lines. Experiment with grip to assist drawing styles.	Create a sketch collection in books/folders to record their observations and use them to review and revisit ideas. Sketch collection of observational and imagined drawings and ideas using line, tone, texture, shading, hatching and cross-hatching. Work with a range of different materials for drawing including pen and ink. Use a view finder to select an area of a subject for drawing.	Create a sketch collection in books/folders to record their observations and use them to review and revisit ideas. Sketch collection of observational drawings and ideas variety of techniques including reflections, shadow, direction of sunlight, movement and perspective. Use drawing confidently in a variety of styles as appropriate to task. Draw accurately from observation – using and talking about their use of tone, pattern and texture, line and shape. Draw from imagination and memory to design and illustrate. Developing accuracy and expression in their drawings including the human figure.	Create a sketch collection in books/folders to record their observations and use them to review and revisit ideas. Sketch collection of observational drawings showing appropriate and effective technique choices that include reflections, shadow, direction of sunlight, movement and perspective. Show confidence in using a variety of drawing mediums including ink and pen. Choose and combine different drawing materials as appropriate to task and purpose. Accurately able to express ideas in drawings. Able to talk about their own style of preferred style of drawing and make comparisons with that of other learners

<p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space (KS1)</p> <p>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] (KS2)</p>	<p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises. Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc. Explore colour and colour mixing. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>	<p>Collage: Find out how to make collage pictures for particular purposes by cutting, tearing and sticking varied papers and objects to a background.</p> <p>Drawing 2D: Create drawings (observational, imagination etc.) by understanding that they are made using lines to create shapes, patterns, textures and can be added to with dark and light tones.</p> <p>Paint 2D: Experiment with different marks, shapes and patterns that can be made with paint. Explore the effect of adding other materials to paint such as sand, glitter and PVA glue.</p> <p>Textiles: Investigate weaving with fabric on a card loom or using strips of paper, making choices about colours and textures. Experiment with plaiting and dip-dye.</p> <p>3D: Use junk materials (and/or crumpled newspaper/ carrier bags covered with layers of paper and PVA, adding decoration and colour) to design and make a 3D object.</p>	<p>Collage: Experiment with a range of materials and methods to create a variety. Identify how to cut shapes accurately from paper and thin card and cut different kinds of line.</p> <p>Printing: Understand that the purpose of printmaking is to create multiple images and patterns. Mimic print from the environment (e.g. wallpapers).. Make mono prints by spreading paint. Experiment with a variety of objects to create a print. Press, roll, rub, and stamp to make prints.</p> <p>ICT: Experiment with digital media to use a wide range of tools to create different textures, lines and tones, colours and shapes.</p> <p>3D Clay: Make models in clay or other malleable materials for particular purposes. Discover how to join two pieces of clay so they won't fall apart, by</p>	<p>Printing: Mastered printing techniques of using layers of colour and repeating patterns. Learn how to use polystyrene</p> <p>2D Painting: Master painting techniques through the creation of shape, texture, pattern and lines using thick and thin brushes. Mix colours effectively.</p> <p>Collage and sculpture: Select and arrange materials and for a striking effect when creating collage and sculpture.</p>	<p>3D: Select and arrange 3D materials to convey feelings, expression and movement when creating collage and sculpture.</p> <p>ICT: Use ICT art software to make art works by cropping, cutting and pasting their own images. Make digital artworks that respond to or extend work in other areas of the curriculum. Collect images from internet to use as inspiration and store in a folder. Create images, video and sound recordings and explain why they were created.</p> <p>Textiles: Shape and stitch materials Use basic cross stitch and back stitch. Colour fabric Create weaving Quilt, pad and gather fabric.</p>	<p>2D: Create painting through the use of a colour palette and combine colours to create colours, tones and tints to enhance mood. Create paintings by combining colours, tones and tints to enhance the mood of a piece.</p> <p>3D: Create textures to combine visual and tactile qualities and create real-life or abstract proportions when creating collage and sculpture.</p> <p>Textiles: Silk painting: - Mastered techniques of building up layers of colours and shape. Use fabric printing techniques and explore using dyes</p> <p>Printing: Mastered printing techniques and can make appropriate and effective choice in use of visual elements to reflect the purpose of the work.</p>	<p>ICT: Take digital photos, thinking about angle, light, position and distance. Create an art presentation on a theme or artist. Look at and talk about artists using digital media.</p> <p>2D: Create paintings by choose and combine colours, tones and tints to enhance the mood of a piece.</p> <p>3D: Make effective and exciting choices when creating textures to combine visual and tactile qualities and create real-life or abstract proportions when creating collage and sculpture.</p> <p>Textiles: explore specialised techniques such as batik and felt making. Combine previously learned techniques to create pieces</p>	
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			roughing both surfaces with a toothbrush. Learn how to roll an even slab of clay by using a rolling pin on top of two wooden batons.					
To learn 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.		Look at and talk about the work of artists who use different kinds of techniques including drawing, collage, use of ICT, etc. Create a piece of art in the style of an artist. Have opportunities to meet and work with professional artists.	Discuss and describe the work of notable artists, artisans and designers. Use some of the studied artists to create pictures in the style of their works, copying techniques to reproduce the art work. Have opportunities to meet and work with professional artists.	Replicate some of the techniques used by notable artists, artisans and designers. Look at and talk about the work of artists.	Create original pieces that are influenced by the studies of notable artists, artisans and designers. Look at and talk about the work of artists who use different mediums and identify what techniques may have been used.	Show and explain the influence of notable artists, artisans and designers within their work. Look at and talk critically about and get inspiration from the work of artists using a variety of approaches to all aspects of art.	Create original pieces that show a range of influences and styles from notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists.	