



	Early Years	Key Stage 1		Lower Key Stage 2	
Strand	3 to 4 Year Olds, Children in Reception, Early Learning Goals	Year 1	Year 2	Year 3	Year 4
Exploring and Developing Ideas	Choose the right resources to carry out their own plan. (PD) Explore different materials freely, in order to develop their ideas about how to use them and what to make. (EAD) Develop their own ideas and then decide which materials to use to express them. (EAD) Explore, use and refine a variety of artistic effects to express their ideas and feelings. (EAD) Return to and build on their previous learning, refining ideas and developing their ability to represent them. (EAD) Create collaboratively, sharing ideas, resources and skills. (EAD) Early Learning Goal, Expressive Arts and Design, Creating with Materials Share their creations, explaining the process they have used.	 Children start to understand how ideas are developed through processes. Children build up resilience to getting things wrong and trying again. Children practise and share their learning and skills with others, receive and offer feedback to improve. KS1 Art and Design National Curriculum To produce creative work, exploring their ideas and recording experiences. Children can: a. respond positively to ideas and starting points; b. explore ideas and collect information; c. describe differences and similarities and make links to their own work; d. try different materials and methods to improve; e. use key vocabulary to demonstrate knowledge and understanding in this strand: work, work of art, idea, starting point, observe, focus, design, improve 		 Children start collecting and developing ideas using sketchbooks. They continue to build up resilience, making mistakes and suggesting improvements to improve their work. Children practise and share their learning and skill with others, giving and receiving feedback to improve. KS2 Art and Design National Curriculum Pupils should be taught to develop their techniques with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. To create sketchbooks to record their observations and use them to review and revisit ideas. Children can: a. use sketchbooks to record ideas; b. explore ideas from first-hand observations; c. question and make observations about starting points, and respond positively to suggestions; d. adapt and refine ideas; e. use key vocabulary to demonstrate knowledge and understanding in this strand: line, pattern, texture, form, record, detail, question, observe, refine. 	
Drawing	Use a comfortable grip with good control when holding pens and pencils. (PD) Create closed shapes with continuous lines, and begin to use these shapes to represent objects. (EAD) Draw with increasing complexity and detail, such as representing a face with a circle and including details. (EAD) Use drawing to represent ideas like movement or loud noises. (EAD) Early Learning Goal - Physical Development, Fine Motor	Children begin to explore differe such as shading, thick and thin lin using different surfaces to draw using different materials to draw charcoal, crayons, chalk and paste KS1 Art and Design National C To become proficient in drawing To use drawing to develop and sh imagination. Children can: a. draw lines of varying thick	es, patterns and shapes as well as on. Children are also exposed to with such as pencils, felt tips, els. u rriculum techniques. are their ideas, experiences and	Children develop their knowled to use a variety of drawing tool introduced to new ways of mak texture, light and shadow. They use vocabulary learned in KS1 a thick and thin. KS2 Art and Design National To become proficient in drawin To improve their mastery of a techniques, including drawing, materials.	ls from KS1. They are ing effect through tone, y have the opportunity to accurately, e.g. shading, I Curriculum ng techniques. rt and design
	Skills Begin to show accuracy and care when drawing.	 b. use dots and lines to demonstrate pattern and texture; c. use different materials to draw, for example pastels, chalk, felt tips; 		Children can: a. experiment with showing line, tone and texture with different hardness of pencils;	

Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.	d. use key vocabulary to demonstrate knowledge and understanding in this strand: portrait, self-portrait, line drawing, detail, landscape, cityscape, building, pastels, drawings, line, bold, size, space.		 b. use shading to show light and shadow effects; c. use different materials to draw, e.g. pastels, chalk, felt tips; d. show an awareness of space when drawing; e. use key vocabulary to demonstrate knowledge and understanding in this strand: portrait, light, dark, tone, shadow, line, pattern, texture, form, shape, tone, outline 	
	<u>Year 1</u> • Use drawing to develop and share their ideas, experiences and imagination. • Develop a wide range of art and design techniques in using pattern, line, shape, form and space. • As control improves, develop tonal work using lines. • Expand and revisit materials used, building skills as you use them. • Ensure a balance between drawing stimuli. • Move towards a graduated infilling. • Continue to look at and discuss artists' work, build and expand. • Can they draw lines of different shapes and thickness, using different grades of pencil? • Use some control when drawing and painting	Year 2 Use drawing to develop and share their ideas, experiences and imagination. • Develop a wide range of art and design techniques in using pattern, line, shape, form and space • Developing intricate patterns/mark making with pencils, able to vary line tone, beginning to use this in work. • Can they understand where they might use different grades of pencil in their drawing and why? • Can they use different shading techniques to create different tones? • Have had an experience of working on a variety of types/colours/shapes and sizes of paper. • Working in a variety of ways: on a table/floor/easel/etc. • Discussing a range of drawings in different media by different artists from a variety of cultures they have visited/learned about. • Can they use a viewfinder to focus on a specific part of an artefact before drawing it?	Year 3 Create sketch books to record their observations and use them to review and revisit ideas • Improve mastery of art including drawing with a range of materials [for example, pencil, charcoal] • Learn about great artists, architects in history • Begin to collect observations and ideas in sketch books. • Begin to use their sketches to develop a final piece of work • Use a range of different materials (e.g. pastels, charcoal, pencil etc) in their drawing. • Show patterns and textures in their work which differentiate tones. • Begin to show perspective and depth in their drawing. • Use drawing as a tool to express and idea. • Create texture by adding dots and lines. • Indicate movement using lines.	Year 4 • Create sketch books to record their observations and use them to review and revisit ideas • Improve mastery of art including drawing with a range of materials [for example, pencil, charcoal] • Learn about great artists, architects in history • Develop skills in collecting and modifying ideas from observations in their sketchbooks. • Begin to experiment with ideas in their sketch books. • Experiment with choosing materials from a range provided. • Show patterns and textures in their work which differentiate tones and begin to overlay colours. • Show tone and texture using hatching and cross hatching. • Develop use of perspective, distance and depth in their drawing.

Painting	Use large-muscle movements to wave flags and streamers, paint and make marks. (PD) Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc. (EAD) Explore colour and colour mixing. (EAD) Develop their small motor skills so that they can use a range of tools competently, safely and confidently. (PD) Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. (PD) Develop overall body-strength, balance, coordination and agility. (PD) Early Learning Goal - Physical Development, Fine Motor Skills Use a range of small tools, including scissors, paintbrushes and cutlery.	Children can explore using a variety of different brushes to see what happens. Children begin to learn the primary colours and experiment with mixing paints to understand tone and secondary colours. KS1 Art and Design National Curriculum To become proficient in painting techniques. To use painting to develop and share their ideas, experiences and imagination. Children can: a. name the primary and secondary colours; b. experiment with different brushes (including brushstrokes) and other painting tools; c. mix primary colours to make secondary colours; d. add white and black to alter tints and shades; e. use key vocabulary to demonstrate knowledge and understanding in this strand: primary colours, secondary colours, neutral colours, tints, shades, warm colours, cool colours, watercolour wash, sweep, dab, bold , brushstroke, acrylic pain	Children cont brushes to se colour accura tint. Children and mood. KS2 Art and To become pr To improve th techniques, in materials. Children can: a. use van textures, path b. mix col language, e.g. c. create d . use key understanding ground, backg line, tone, fre
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tinue exploring using a variety of different see what happens. They use the language of ately when mixing, e.g. shade, primary and n begin to experiment with colour for effect

Design National Curriculum

proficient in painting techniques.

their mastery of art and design including painting with a range of

- ried brush techniques to create shapes, tterns and lines;
- lours effectively using the correct . tint, shade, primary and secondary;
- different textures and effects with paint; ey vocabulary to demonstrate knowledge and g in this strand: colour, foreground, middle ground, abstract, emotion, warm, blend, mix, esco

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	<u>Year 1</u>	<u>Year 2</u>		
	Use a range of materials creatively to make products. • Use painting to develop and share their ideas, experiences and imagination. • Develop a wide range of art and design techniques in using colour, pattern line, shape, form and space. • Develop correct language of colours and groupings, moving towards predicting colours mixed. • Working in and exploring colour spectrums. • Making own black. • Continue to look at and discuss paintings by different artists. • Single mounting own work. • Use some control when drawing and painting • Use primary and secondary colours	 Use painting to develop and share their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern line, shape, form and space. Have the correct language for equipment and media they use. Confident at mixing and predicting colours. Confident about lightening and darkening colours and confident to make own black. Confident to work independently, in groups and as a class. Experiment with watercolour techniques to create different effects. Selects the best material for the job. 	 Year 3 Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of art Improve mastery of art techniques, including painting with a range of materials [for example paint] Learn about great artists in history Develop colour mixing and matching skills. Develop brush control skills and use brushes in different ways. Use items other than a paintbrush to create different effects (e.g. feathers, fingers, card). Explore different ways to lighten and darken. Explore a wider range of paint types and techniques. Identify what colours work well together. Create a background using a wash. Begin to work more abstractly. Experiment with mand wing 	Year 4 • Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of art • Improve mastery of art techniques, including painting with a range of materials [for example paint] • Learn about great artists in history Predict what colour will be mixed and recreate it later. • Purposefully select brush techniques to create different effects. • Predict the effect of the colour/size/texture of paper will have on their painting. • Understand the different properties of different paints. • Create mood in a painting. • Use shade to create depth in a painting.
Use one-handed tools and equipment, for example, making snips in paper with scissors. (PD) Develop their small motor skills so that they can use a range of tools competently, safely and confidently. (PD) Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. (PD) Develop overall body-strength, balance, coordination and agility. (PD) Early Learning Goal - Physical Development, Fine Motor Skills Use a range of small tools, including scissors, paintbrushes and cutlery	sculpting and experiment with joi begin to use the correct vocabula construction to demonstrate thei KS1 Art and Design National Cu To become proficient in sculpting To use sculpture to develop and s and imagination. Children can: a. use a variety of natural, re materials for sculpting, e.g. clay, s	ning and constructing. They ary associated with sculpting and ir understanding of the skill. urriculum techniques. Thare their ideas, experiences cycled and manufactured traw and card;	Children still have the opportun materials for sculpting. They ex- construction, asking and answer can it go higher?' Children begin about decorating sculptures and through texture. They use a var the learning of techniques and KS2 Art and Design National To become proficient in sculpt To improve their mastery of an techniques, including sculpting materials.	xperiment with joining and ring questions such as, 'How n to understand more d adding expression riety of tools to support to add detail. Curriculum ing techniques. rt and design
	<pre>snips in paper with scissors. (PD) Develop their small motor skills so that they can use a range of tools competently, safely and confidently. (PD) Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. (PD) Develop overall body-strength, balance, coordination and agility. (PD) Early Learning Goal - Physical Development, Fine Motor Skills</pre>	Use a range of materials creatively to make products. • Use painting to develop and share their ideas, experiences and imagination. • Develop a wide range of at and design techniques in using colour, pattern line, shape, form and space. • Develop correct language of colours and groupings, moving towards predicting colours mixed. • Working in and exploring colour spectrums. • Making own black. • Continue to look at and discuss paintings by different artists. • Single mounting own work. • Use some control when drawing and painting • Use primary and secondary colours • I se primary and secondary colours • I secupting at a table or sitting on the floor. (PD) • Develop verall body-strength, balance, coordination and agility. (PD) • Carly Learning Goal - Physical Development, Fine Motor • Skills • Use a range of small tools, including scissors, paintbrushes • and exploring, e.g. clay, s	Use a range of materials creatively to make products. Usepainting to develop and share their ideas, experiences and imagination. Develop a vide range of art and design techniques in using colour, pattern line, shape, form and space. Develop avide range of art and imagination. Develop avide range of art and space. Develop avide range of art and space. Develop avide range of art and design techniques in using colour, pattern line, shape, form and space. Develop avide range of art and imagination. Develop avide range of art and design techniques in using colour, pattern line, shape, form and space. Develop avide range of art and design techniques in using colour, pattern line, shape, form and space. Develop avide range of art and design techniques in using colour, pattern line, shape, form and space. Develop avide range of art and design techniques in using colour, pattern line, shape, form and space. Develop avide range of actors our space. Develop avide range of actors design techniques in a develop and share their ideas, experiences and imagination. Develop avide range of actors Secontract the advised to a discuss primiting by different affices. Secontract when drawing on painting. To avelop avide a class. Secontract the advised are advised develop avide range of actors Secontract their understand for the point use the correct vacabulary associated with sculpting and construction to demonstrate their understanding of the skill. Sist Art and Design National Curriculum To become proficient in sculpting techniques. To use sculpture to develop and share their ideas, experiences and imagination. Children can: a. use a variety of natural, recycled and manufactured materials for sculpting, e.g., clay, straw and card;	 Use a range of materials creatively of use a make products. Use a range of materials creatively of use a make products. Use a painting to develop and a make products. Develop a vide range of at and design techniques in using colour, pattern line, shape, form and space. Develop a vide range of at and design techniques in using colour, pattern line, shape, form and space. Develop a vide range of at and design techniques in using colour, pattern line, shape, form and space. Develop a vide range of colous area of the prove matery of atternation and there may one provide the prove matery of atternation. Develop a vide range of atternation and design techniques in using colour, pattern line, shape, form and space. Develop a vide range of colous area of the prove matery of atternation and there are in a down and color area of the prove matery of atternation and a darking constraints in the prove matery of atternation and a darking constraints Single mounting or work. Confident nebult (pitternat work independent); a construction and pointing or down and so closs. Single mounting own work. Secies the destinaterial for the philops of different works to agriculation and a pointing and apprint and so acloss. Single mounting own work. Secies the destinaterial for the philops of the solut of the second area of the solution and as a closs. Secies the destinaterial for the philops of the solution and a solution. Secies the destinaterial for the philops of the solution and and accompton and a close area of the solution and and accompton and a darking construction. Addition and a darking construction addition and a darking construction. Addition and a darking construction addition and a darking construction. Addition and a darea darking and a solutions. Secles the destinate

		understanding in this strand: sculpture, statue, model, work, work of art, 3D, land art, sculptor, carving, sculpture, installation, shapes, materials, pyramid, abstract, geometric.		 a. cut, make and combine shapes to create recognisable forms; b. use clay and other malleable materials and practise joining techniques; c. add materials to the sculpture to create detail; d. use key vocabulary to demonstrate knowledge and understanding in this strand: rectangular, concrete, terrace, architect, 2D shape, brim, peak, buckle, edging, trimmings, shape, form, shadow, light, marionette puppet. 		
		Year 1Use a range of materials creatively to make products.• Use sculpture to develop andshare their ideas, experiences andimagination.• Develop a wide range of art anddesign techniques in using colour,texture form and space.• Using an expanding range of media- ModRoc etc safely.• Develop more complicated overlaysof pattern/raised textureetc.• Develop pinching into simplepots/sculptures.• Recognise different textures indifferent surfaces - rubbings etc• Scrunch, roll, shape materials tomake a 3D form.• Discuss a variety of products andsculpture that can be seen andtouched.• Use and investigate a variety ofvisual and tactile materials	Year 2Use a range of materials creatively to make products.• Use sculpture to develop andshare their ideas, experiences andimagination.• Develop a wide range of art anddesign techniques in using colour,texture form and space.Be aware of and put into use safepractise.• Be confident in shaping andmodelling materials from bothobservation and imagination.• Mould, form and shape and bondmaterials to create a 3D form• Apply a smooth surface to asculptural form?• Can they create a large scalesculpture piece through classcollaboration?	 Year 3 Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of art, craft and design. Create sketch and use them to review and revisit ideas Improve mastery of art and design techniques, including sculpture with a range of materials [for example clay] Learn about great architects in history Begin to show confidence in modelling forms and structures. Begin to investigate carving. Use the correct terminology. Add layers onto their work to create texture and shape. Work collaboratively to create a large sculptural form. Add detail to a piece of work. Add texture to a piece of work. 	 Year 4 Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of art, craft and design. Create sketch and use them to review and revisit ideas Improve mastery of art and design techniques, including sculpture with a range of materials [for example clay] Learn about great architects in history Choose from and use a range of decoration techniques. Begin to combine techniques to create finished pieces. Produce more sophisticated models. Use correct terminology to express opinions. Experiment with and combine materials and processes to design and make 3D form. Take a 2D drawing into a 3D form. Shape using a variety of mouldable materials. Combine different materials in different ways. 	
Collage	Join different materials and explore different textures. (EAD) Explore, use and refine a variety of artistic effects to express their ideas and feelings. (EAD)	Children will have the opportunity of images on different backgrour e.g. paper, magazines, etc. Childro arranging materials and refining KS1 Art and Design National Cu	nds with a variety of media, en experiment with sorting and their work.	Children continue to explore variety of media, e.g. paper of experiment with sorting and purpose to create effect. The overlapping, tessellation, mo- KS2 Art and Design Nation	creating collage with a and magazines. They arranging materials with hey learn new techniques, e.g. saic and montage.	

Return to and build on their previous learning, refining ideas and developing their ability to represent them. (EAD) Create collaboratively, sharing ideas, resources and skills. (EAD) Early Learning Goal, Expressive Arts and Design, Creating with Materials Share their creations, explaining the process they have used.Early Learning Goal, Expressive Arts and Design, Creating with Materials Share their creations, explaining the process they have used.Early Learning Goal, Expressive Arts and Design, Creating with Materials Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	texture, line, shape, form and Children can: a. use a combination of mo b. been cut, torn and glued c. sort and arrange mater d. add texture by mixing n	t and design techniques in using l space. aterials that have d; ials; naterials; emonstrate knowledge and	giving reasons for their choic b. refine work as they go c. learn and practise a vo overlapping, tessellation, mos	ollage. erials to create effect, es; o to ensure precision; uriety of techniques, e.g. aic and montage; demonstrate knowledge and
	Year 1 • Use a range of materials creatively to make products. • Develop a wide range of art and design techniques in using colour, pattern, texture form and space • Colour sort materials. • Use, combine or overlap materials to create an image with support. • Use and investigate a variety of visual and tactile materials	Year 2 • Use a range of materials creatively to make products. • Develop a wide range of art and design techniques in using colour, pattern, texture form and space • Independently interpret an object through collage. • Use different kinds of media to embellish and add details on their collage and explain what effect this has. • Create collage with range of materials and textures • Select the best materials for the job	Year 3 Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of craft and design. • Create sketch books and use them to review and revisit ideas • Improve mastery of art and design techniques with a range of materials • Learn about great artists and designers in history Use collage as a tool to develop a piece in mixed media. • Use collage to create a mood boards of ideas. • Use fabrics to build an image. • Begin to work more abstractly. • Use repeat pattern in design.	Year 4 Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of craft and design. • Create sketch books and use them to review and revisit ideas • Improve mastery of art and design techniques with a range of materials • Learn about great artists and designers in history • Use collage as a tool to independently develop a piece in mixed media. • Use collage to independently create a mood boards of ideas. • Explore a range of textures using textiles. • Use a combination of visual and tactile ideas. • Combine different materials in different ways.

Textiles	Join different materials and explore different textures. (EAD) Explore, use and refine a variety of artistic effects to express their ideas and feelings. (EAD) Return to and build on their previous learning, refining ideas and developing their ability to represent them. (EAD) Create collaboratively, sharing ideas, resources and skills. (EAD) Early Learning Goal, Expressive Arts and Design, Creating with Materials Share their creations, explaining the process they have used. Early Learning Goal, Expressive Arts and Design, Creating with Materials Share their creations, explaining the process they have used.	 Children have the opportunity to look at and practise a variety of techniques, e.g. weaving, dyeing and plaiting. They explore which textiles are best to use and produce the best result. Children will also explore decorating and embellishing their textiles to add detail, colour and effect. KS1 Art and Design National Curriculum To become proficient in other art, craft and design techniques - textiles. To develop a wide range of art and design techniques in using colour, pattern and texture. Children can: a. show pattern by weaving; b. use a dyeing technique to alter a textile's colour and detail; d. use key vocabulary to demonstrate knowledge and understanding in this strand: textiles, fabric, weaving, woven, placemat, loom, alternate, over, under, decoration, decorative, batik dye, dye, wax, resist, crayons, ink, apply, set. 			
		<u>Year 1</u> • Use a range of materials creatively to make products. • Develop a wide range of art and design techniques in using colour, pattern, texture form and space. *Colour sort materials. • Use, combine or overlap materials to create an image with support. • Use and investigate a variety of visual and tactile materials	<u>Year 2</u> Use a range of materials creatively to make products. • Develop a wide range of art and design techniques in using colour, pattern, texture form and space. *Independently interpret an object through collage. •Use different kinds of media to embellish and add details on their collage and explain what effect this has. • Create collage with range of materials and textures • Select the best materials for the job	Year 3 • Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of craft and design. • Create sketch books and use them to review and revisit ideas • Improve mastery of art and design techniques with a range of materials • Learn about great artists and designers in history • Use collage as a tool to develop a piece in mixed media. • Use collage to create a mood boards of ideas. • Use fabrics to build an image. • Begin to work more abstractly. • Use repeat pattern in design	<u>Year 4</u> • Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of craft and design. • Create sketch books and use them to review and revisit ideas • Improve mastery of art and design techniques with a range of materials • Learn about great artists and designers in history *Use collage as a tool to independently develop a piece in mixed media. • Use collage to independently create a mood boards of ideas. • Explore a range of textures using textiles.

					 Use a combination of visual and tactile ideas. Combine different materials in different ways.
Printing	 Explore materials and different textures. (EAD) Explore, use and refine a variety of artistic effects to express their ideas and feelings. (EAD) Return to and build on their previous learning, refining ideas and developing their ability to represent them. (EAD) Create collaboratively, sharing ideas, resources and skills. (EAD) Early Learning Goal, Expressive Arts and Design, Creating with Materials Share their creations, explaining the process they have used. Early Learning Goal, Expressive Arts and Design, Creating with Materials Share their creations, explaining the process they have used. 	 To develop a wide range of art and design techniques in using colour and texture. Children can: a. copy an original print; b. use a variety of materials, e.g. sponges, fruit, blocks; c. demonstrate a range of techniques, e.g. rolling, pressing 			
		 Year 1 Use a range of materials creatively to make products. Use painting to develop and share their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern, line, shape Develop rubbings and finger, hand, foot prints into pictures using more than one colour and overlaying. Develop more detailed prints. Develop printing with different types of string and cut and draw 	 Year 2 Use a range of materials creatively to make products. Use painting to develop and share their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern, line, shape Can print single, repeat and picture endpieces in more than one colour. Can use and clear away equipment competently. Can produce 3 or 4 layer card prints using cutting and impressed line to develop detail. 	Year 3 • Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of art, craft and design. • Create sketch books and use them to review and revisit ideas • Improve mastery of art and design techniques, including drawing with a range of materials [for example, pencil, charcoal, paint] • Learn about great artists and designers in history	Year 4 • Develop techniques, including control and use of materials, with creativity, experimentation and increasing awareness of different kinds of art, craft and design. • Create sketch books and use them to review and revisit ideas • Improve mastery of art and design techniques, including drawing with a range of materials [for example, pencil, charcoal, paint] • Learn about great artists and designers in history • Develop the use of layers and overlays (up to 6). • Design and

		into card before printing, work in a second colour over the top. • Look at work of printmakers and discuss.	 Has looked at and discussed examples of printmaking and is able to express own view. Select the best materials for the job 	 KS1. Add layers. Experiment with layered printing using 2 colours or more. Understand how printing can 	create more complicated stencil work. • Explore a variety of printing techniques. • Create an accurate print design. • Use printmaking as a tool with other medias to develop a final outcome
Work of other artists		artists, studying their technique exposed to a range of different throughout KS1. KS1 Art and Design National To understand the work of a read designers, describing the differ different practices and discipline work. Children can: a. describe the work of fant designers; b. express an opinion on the c. use inspiration from famo own work and compare; d. use key vocabulary understanding in this strand: Ant Monet, Joan Miró, Jackson H Kandinsky, Piet Mondrian, van G	at artists through history Curriculum ange of artists, craft makers and erences and similarities between ines, and making links to their own	Children continue to learn fro artists. They now expand the the range of more famous art the work of famous artists ar KS2 Art and Design Nationa To learn about great artists, history. Children can: a. give detailed observation artisans' and designers' work; b. offer facts about notal designers' lives;	r knowledge by looking at ists. Children comment on ad name their pieces of work. I Curriculum architects and designers in ons about notable artists', ole artists', artisans' and emonstrate knowledge and denri Rousseau, India Flint, ra, David Hockney, Man allis, Hokusai, Frida Kahlo, a Carrington, Diego Rivera, Vilaró, John Singer Frankenthaler, Frank Lloyd
Examples of Deeper Thinking Questions	Reception • What's going on in this artwork? • How would you describe the colours? • How would you describe the texture? • Close your eyes – what can you remember about the artwork? • If you could hear this artwork, what would it sound like? • What stories does this artwork make you think of? • Can you recreate this artwork with your body? • If this artwork was a person would you like to be their friend?	 Year 1 What was your first reaction to this artwork? What do the colours remind you of? What else has a similar texture? Close your eyes – what can you remember, what did you forget? Is art real? Which adjectives would describe this art? Can art tell a story? 	 Year 2 Why did you have the reaction you first had to this artwork, and has it changed the more you look at the artwork? Which area/part of the artwork is the most important? Why? How would you describe this artwork to someone who has never seen it? What elements of the artwork seem real? Imaginary? Dreamlike? 	Year 3 • What do you think this piece of a is about? • If you could interview the artist, what would you ask? • Does the title fit the piece of art? What do you like/not like about th artist's style? • What would you do with this piece of art if you owned it? • If you could change one thing about this piece, what would it be?	 /theme of the piece? How would you describe the artist's work/this piece? Do you have to be able to draw well to be a good artist? What do you like/not like about the artist's style? Why?

		• How does this artwork make you feel?	 Which adjectives would you not use to describe this? Which song would you play with this artwork? How do you think this artwork was made? What story is this art telling/recreating? How do you think the artist was feeling while creating this? What title should this artwork 		art/pieces/artists better than others? • Is very old art still worth looking at today? Why?
Evaluating and Developing Work (on-going)	Can they say what they like about their artwork or what they did well? Talk about what they have done Can they describe what they can see and like in the work of another artist	 Talk about drawings and paintings and say what they feel Can they describe what they can see and like in the work of another artist/craft maker/designer? Can they express their feelings about a peer's piece of art? Respond to ideas Can they express their feelings about their own piece of art? 	 have? Talk about their work and explain it Describe what they think or feel about their own and others' work Think of ways to adapt and improve own work Can they make links to an artist to inspire their work? Can they make topic links to their art? Can they say how other artist/craft maker/designer have used colour, pattern and shape? Begin to use ways to improve work Explore ideas and change what they have done to give a better result 	 Make their own choices Annotate a sketch book. Create artwork following an idea or towards a specific purpose. Make comments on the work of others, including both ideas and techniques Communicate what they are trying to express in their own work. 	 Plan work carefully before beginning Experiment with the styles of different artists Compare others' work with their own Appraise the ideas, methods and approaches used in others' work, using a critical approach Use the appraisal of others for improvement Communicate what they are trying to express in their own work.
GREATER DEPTH	GREATER DEPTH • Can they develop their own ideas through selecting and using materials and working on processes that interest them? • Through their explorations, can they find out and make decisions about how media and materials can be combined and changed? Can they talk about the ideas and processes which have led them to make their designs or images? • Can they talk about the features of their own and others' work, recognising the differences between them and the strengths of other	GREATER DEPTH • Can they make links between their own artwork and other artists'? • Can they evaluate their own and others' artwork and make suggestions for improvement? • Can they comment how an artist/designer has used colour, pattern and shape? • Can they plan their art using a range of techniques e.g. sketches, discussion?	GREATER DEPTH • Can they make comparisons between their own artwork and other artists'? • Can they articulate what they are trying to express in their own artwork? • Can they make suggestions for improvement in their own and others' artwork? • Can they transfer skills into a different medium e.g. using drawing skills when painting?	GREATER DEPTH • Evaluate their learning process and make suggestions for improvement in their own and others' artwork. • Adapt or improve their original ideas. • Explain why they have selected specific materials for their artwork. • Begin to communicate influences of their artwork e.g. mood boards, artists, objects, nature	 <u>GREATER DEPTH</u> Critique their own and others' artwork throughout the learning process to develop and support each other. Use a range of sources e.g. books, internet, galleries to influence their ideas. Experiment with combining different materials and discuss their effectiveness. Discuss how a range of factors influences art from different cultures

Art and Design

Core Language Progression

Speaking Like an Artist	Early Years	Key Stage One	Key S

y Stage Two

General	• Card	Primary colour	• Ba
EYFS	• Equipment	 Secondary colour 	• Co
Art and design	• Glue		• For
Adapt work	 Masking tape 		• Sec
• Colour	Newspaper		• Wa
Create Explore	• Paper		
Materials	Safely		
KS1	Scissors		
Art & Design Techniques	Sellotape		
Artists	• Stencil		
• Colour	• Tools		
Creatively			
• Disciplines			
• Experiences			
• Ideas			
Imagination			
Materials			
• Practises			
<u>KS2</u>			
• Art			
Art and Design			
Artists			
Creativity			
• History			
Mastery			
Materials			
Observation			
Review			
Revisit			
• Techniques			
rechniques			
Drawing	Control	Design	• Ink
-	• Crayon	Designers	• Sha
EYFS	Drawing	Drawing	• Sm
• Events	• Felt Tip	• Line	• Sm
• Feelings	• Line	• Shape	
• Ideas	• Pen	Pastel	
Objects	Pencil	Charcoal	
• People	Wax crayon	• Chalk	
Representations		Straight line	
• Shape		Wavy line	
• Thoughts		Thick line	
KS1		Thick line	
• Design			
• Designers			
• Drawing			
• Line			
• Shape			
KS2			
Charcoal			
• Control			
 Design Drawing 			

Background Cool colours Foreground Secondary colours Warm colours

Ink Sharp line Smooth line Smudged line

Pencil			
• Sketch			
Sketch			
Painting	Colour mixing	Colour spectrum	• Abs
EYFS	 Consistency 	Predict	• Bal
• Events	Darkening	 Single mounting 	• Cor
• Feelings	• Easel	Watercolour	• Hai
• Ideas	Lightening		• Mo
• Objects	Paint		• Wa
• People	Paintbrush		
Representations	Painting		
• Shape	Palette		
• Texture	Sponge		
• Thought			
KS1			
Line			
Painting			
• Shape			
KS2			
• Control			
Experimentation			
• Paint			
Painting			
- Tunning			
Printing	Cardboard	Endpiece	• Fin
EYFS	Impress	Impressed line	• Ne
Design	• Pattern	Overlaying	• Rel
• Media	• Print	Random pattern	• Pos
• Shape	Printing	Repeated pattern	• Scr
• Texture	Printmaker		• Ste
Thoughts	Repeated pattern		• Tra
KS1	Rubbing		
* Craft Makers	• Sponge		
• Design	• String		
• Designers	Surfaces		
• Make			
• Pattern			
* Shape			
KS2			
• Craft			
• Design			
*Designers			
*Experimentation			

Abstractly Balanced Complementary Harmonising Mood Wash

Final outcome Negative Relief Positive Screen printing Stencil cut Transfer

Sculpture	• 3D	*Overlays	*Car
EYFS	• 3D art	• Safe	• Dec
Construct	Attach	Sculptural form	• Tac
• Design	Cardboard	• Shaping	• Vis
• Form	• Clay	• Smooth	
Manipulate	• Dough	Tactile	
• Objects	Junk model	Visual	
• People	• Join		
Representations	Mould		
• Thoughts	Modelling		
KS1	• Quill		
*Craft Makers	• Sculpt		
• Design	Sculptures		
• Designers			
• Form			
• Make			
Products			
• Sculpture			
• Space			
KS2			
Architects			
• Clay			
• Craft			
• Design			
Designers			
Experimentation			
Sculpture			
• Scupture			
Collage	*Collage	• Embellish	*Abs
EYFS	• Cut	Interpret	• Miz
Events	• Join	Tactile	• Mc
• Feelings	• Overlap	Visual	• Tac
• Ideas	Scrunch		• Tex
• Media	• Tear		• Vis
Objects	Newspaper		
• People	Catalogue		
Representations	Ŭ		
• Shape			
• Texture			
• Thoughts			
KS1			
Craft Makers			
• Design			
Designers			
* Make			
• Pattern			
• Texture			
KS2			
• Craft			
Design Evacrimentation			
Experimentation			

Carving Decoration Tactile Visual

Abstractly Mixed media Mood board Tactile Textiles Visual

* Material		