

Curriculum Design for Art

Art INTENT

Our art and design curriculum aims at inspiring, engaging and supporting children to develop their creativity to the best of their potential. They will be inspired by the creativity of others ranging from famous artists to local artists to our own school community, as well as being given the opportunity to step outside their comfort zones, experiment and invent. Children will be given time and space to think, to be peaceful and to allow themselves to be inspired. Children will be taught how important artistic creativity is to the success of the country in which we live.

The curriculum has been deliberately designed for a repetition of the processes of drawing, painting, collage and sculpture. These skills repeat every year so that the children develop and build on previously taught skills. In addition, each long enquiry starts by revisiting drawing, allowing this to have a mixed media approach.

Art IMPLEMENTATION

Art follows the National Curriculum; objectives are delivered through different enquiries. Children are 'hooked' into their learning before working through an enquiry-based approach. The Art 'voices' (Disciplinary knowledge) ensure specific skills are taught each year. The curriculum makes use of prior knowledge and provides clear references on how learning will be used in future enquiries. At the end of the enquiry, a high-quality 'outcome' is shared with parents and/or the school community. We assess the impact of the enquiry through observations and pupils' self-assessments. Children will study and find out about artists (local and international) and their very own art portfolio of works is created as they journey through school.

Those children who show particular enthusiasm for the subject can become Art Ambassadors or explore learning beyond the National Curriculum in themed clubs.

Art IMPACT

Impact of teaching and learning will be determined through evidence of work, pupils' voice, engagement in lessons and an increasing understanding of both knowledge, skills and art vocabulary. The children will also be able to see and comment on their "art portfolio" as a reflection of their progress and share their achievements with their parents. SLT will monitor the subject lead by termly art catch-up sessions.

Whole School Overview

Our Art curriculum for KS1-KS2 follows four main themes of painting, drawing, sculpture and textiles work, and will also produce work on digital platforms. There is an expectation that children will use their prior learning and build upon this as they journey through this purposefully mapped out curriculum.

In Early years, children will encounter Art through 'Expressive Art and Design.' Here children have had plenty of opportunity to explore different materials and media through their continuous provision activities, developing their fine motor skills within the contexts of various creative process. EYFS will also prepare children for their painting enquiry through the early exploration of water colour paints. Year 1 will spend time refining children's skills and continue to build up their knowledge bank of painting and observational sketching.

The EYFS is mindful of how their curriculum can be used to create the foundations of prior knowledge which we build upon as children journey through year 1 and KS1.

	Art and Design			Design and Technology		
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Structure Junk modelling	Drawing: Marvelous marks	Textiles: Bookmarks	Painting and mixed media: Paint my world	Structure: Boats	Sculpture and 3D: Creation station
Year 1	Drawing: Make your mark	Cooking and nutrition: Fruit and vegetables	Textiles: Puppets	Sculpture and 3D: Paper play	Structure: Constructing a windmill	Painting and mixed media: Colour splash
Year 2	Mechanism: Making moving monsters	Sculpture and 3D: Clay houses	Mechanism: Fairground wheel	Painting and mixed media: Life in colour	Structures: Baby bear's chair	Craft and design: Map it out
Year 3	Cooking and nutrition: Eating Seasonally	Drawing: Growing artist	Digital world: electronic charm	Craft and design: Ancient Egyptian scroll	Structure: Constructing a castle	Sculpture and 3D: Abstract shape and space
Year 4	Mechanical system: making a slingshot car	Craft and design: Fabric of nature	Structures: Pavilions	Drawing: Power prints	Electrical system: Torches	Painting and mixed media: Light and dark
Year 5	Painting and mixed media: Portraits	Mechanical system: Making a pop-up book	Drawing: I need space	Cooking and nutrition: What could be healthier?	Sculpture and 3D: Interactive installation	Electrical system: Doodlers
Year 6	Create and design: Photo opportunity	Textiles: Waistcoats	Drawing: Make my voice heard	Structure: Playground	Sculpture and 3D: Making memories	Digital world: Navigating the world

Progression of skills

<p>Early Years Foundation Stage (Reception)</p> <p>Kapow Primary's units</p>	<p>Early years outcomes: Prime Areas</p> <p>Development Matters 2021 statements</p> <p>Early Learning Goals</p>	<p>Early years outcomes: Specific Areas</p> <p>Development Matters 2021 statements</p> <p>Early Learning Goals</p>	<p>Characteristics of effective learning</p>
<p>Drawing: Marvellous marks</p>	<p>Physical development</p> <ul style="list-style-type: none"> -Develop small motor skills so that they can use a range of tools competently, safely and confidently. -Develop overall body-strength, balance, co-ordination and agility. -Develop the foundations of a handwriting style which is fast, accurate and efficient. <p>- ELG: Fine Motor Skills> Use a range of small tools, including scissors, paint brushes and cutlery.</p> <p>- ELG: Fine Motor Skills> Begin to show accuracy and care when drawing.</p>	<p>Expressive Arts and Design</p> <ul style="list-style-type: none"> -Explore, use and refine a variety of artistic effects to express ideas and feelings. <p>- ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>	<p>✓ Playing and Exploring</p>
<p>Painting and mixed media: Paint my world</p>	<p>Physical development</p> <ul style="list-style-type: none"> -Develop small motor skills so that they can use a range of tools competently, safely and confidently. <p>- ELG: Fine Motor Skills> Begin to show accuracy and care when drawing.</p> <p>- ELG: Use a range of small tools, including scissors, paint brushes and cutlery.</p>	<p>Expressive Arts and Design</p> <ul style="list-style-type: none"> -Explore, use and refine a variety of artistic effects to express ideas and feelings. -Listen attentively, move to and talk about music, expressing their feelings and responses. -Create collaboratively, sharing ideas, resources and skills. <p>- ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>- ELG: Creating with materials> Share their creations, explaining the process they have used.</p>	<p>✓ Playing and Exploring</p>

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<p>Sculpture and 3D: Creation station</p>	<p>Physical development</p> <ul style="list-style-type: none"> -Develop small motor skills so that they can use a range of tools competently, safely and confidently. -Develop overall body-strength, balance, co-ordination and agility. -Develop the foundations of a handwriting style which is fast, accurate and efficient. <p>-ELG: Use a range of small tools, including scissors, paint brushes and cutlery.</p> <p>-ELG: Begin to show accuracy and care when drawing</p>	<p>Expressive Arts and Design</p> <ul style="list-style-type: none"> -Explore, use and refine a variety of artistic effects to express ideas and feelings. -Return to and build on their previous learning, refining ideas and developing their ability to represent them. <p>-ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>-ELG: Creating with Materials> Share their creations, explaining the process they have used.</p>	<p>✓ Playing and Exploring</p>
<p>Craft and design: Let's get crafty</p>	<p>Physical development</p> <ul style="list-style-type: none"> -Develop small motor skills so that they can use a range of tools competently, safely and confidently. <p>-ELG: Use a range of small tools, including scissors, paint brushes and cutlery.</p> <p>-ELG: Begin to show accuracy and care when drawing</p>	<p>Expressive Arts and Design</p> <ul style="list-style-type: none"> -Explore, use and refine a variety of artistic effects to express ideas and feelings. -Return to and build on their previous learning, refining ideas and developing their ability to represent them. <p>-ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>	<p>✓ Playing and Exploring</p> <p>✓ Active Learning</p>

Year 1		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design	
Explore their own ideas using a range of media.	Generating ideas	✓	✓	✓	✓	
Use sketchbooks to explore ideas.	Using sketchbooks	✓	✓	✓	✓	
Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures.	Making skills (inc. Formal elements)	✓	✓	✓	✓	
Make choices about which materials to use to create an effect.		✓	✓		✓	
Explore and analyse a wider variety of ways to join and fix materials in place.				✓	✓	
Develop observational skills to look closely and reflect surface texture.		✓				
Colour: Know that the primary colours are red, yellow and blue.				✓		
Colour: Know primary colours can be mixed to make secondary colours: <ul style="list-style-type: none"> Red + yellow = orange Yellow + blue = green Blue + red = purple 				✓		
Form: Know paper can change from 2D to 3D by folding, rolling and scrunching it.					✓	
Form: Know that three dimensional art is called sculpture.					✓	✓

Year 1		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Shape: Know a range of 2D shapes and confidently draw these.		✓			
Shape: Know paper can be shaped by cutting and folding it.				✓	
Line: Know that drawing tools can be used in a variety of ways to create different lines.		✓			
Line: Know lines can represent movement in drawings.		✓			
Pattern: Know a pattern is a design in which shapes, colours or lines are repeated.			✓		
Texture: Know that texture means 'what something feels like'.		✓			
Texture: Know different marks can be used to represent the textures of objects.		✓			
Texture: Know different drawing tools make different marks.		✓			
Tone: That there are many different shades (or 'hues') of the same colour.				✓	
Tone: Changing the amount of the primary colours mixed affects the shade of the secondary colour produced.				✓	

Year 1	Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
<p>Making skills (inc. Formal elements)</p>	<p>Pupils know:</p> <ul style="list-style-type: none"> • That a continuous line drawing is a drawing with one unbroken line. • Properties of drawing materials eg; which ones smudge, which ones can be erased, which ones blend. <p>Pupils know how to:</p> <ul style="list-style-type: none"> • Hold and use drawing tools in different ways to create different lines and marks. • Create marks by responding to different stimulus such as music. • Overlap shapes to create new ones. • Use mark making to replicate texture. • Look carefully to make an observational drawing. • Complete a continuous line drawing. 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Combine primary coloured materials to make secondary colours. • Mix secondary colours in paint. • Choose suitable sized paint brushes. • Clean a paintbrush to change colours. • Print with objects, applying a suitable layer of paint to the printing surface. • Overlap paint to mix new colours. • Use blowing to create a paint effect. • Make a paint colour darker or lighter (creating shades) in different ways eg. adding water, adding a lighter colour. 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Roll and fold paper. • Cut shapes from paper and card. • Cut and glue paper to make 3D structures. • Decide the best way to glue something. • Create a variety of shapes in paper, eg spiral, zig-zag. • Make larger structures using newspaper rolls. 	<p>Pupils know:</p> <ul style="list-style-type: none"> • What materials can be cut, knotted, threaded or plaited. <p>Pupils know how to:</p> <ul style="list-style-type: none"> • Wrap objects/shapes with wool. • Measure a length. • Tie a knot, thread and plait. • Make a box loom. • Join using knots. • Weave with paper on a paper loom. • Weave using a combination of materials.

Year 1		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and link these to their own work.	Knowledge of artists				✓
Understand how artists choose materials based on their properties in order to achieve certain effects.		✓			
Some artists are influenced by things happening around them.				✓	✓
Sometimes artists concentrate on how they are making something rather than what they make.					✓
Artists living in different places at different times can be inspired by similar ideas or stories.				✓	
Artists can use everyday materials that have been thrown away to make art.					✓
Artists choose materials that suit what they want to make.		✓		✓	✓

Year 1		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Describe and compare features of their own and others' artwork.	Evaluating and analysing *This understanding is developed over the course of the year; through exposure to a wide variety of artwork and artists across all of the four units.	✓	✓	✓	✓
Evaluate art with an understanding of how art can be varied and made in different ways and by different people.		✓	✓	✓	✓
Art is made in different ways.		✓	✓	✓	✓
Art is made by all different kinds of people.		✓	✓	✓	✓
An artist is someone who creates.		✓	✓	✓	✓
Craft is making something creative and useful.					✓

Year 2		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.	Generating ideas	✓	✓	✓	✓
Experiment in sketchbooks, using drawing to record ideas.	Using sketchbooks	✓		✓	✓
Use sketchbooks to help make decisions about what to try out next.		✓	✓	✓	
Further demonstrate increased control with a greater range of media.	Making skills (inc. Formal elements)	✓	✓	✓	✓
Make choices about which materials and techniques to use to create an effect.		✓	✓		
Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials..			✓	✓	✓
Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.		✓	✓		
Colour: Different amounts of paint and water can be used to mix hues of secondary colours.				✓	
Colour: Colours can be mixed to 'match' real life objects or to create things from your imagination.				✓	

Year 2		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Form: That 'composition' means how things are arranged on the page.	Making skills (inc. Formal elements)	✓	✓		✓
Form: Pieces of clay can be joined using the 'scratch and slip' technique.				✓	
Form: A clay surface can be decorated by pressing into it or by joining pieces on.				✓	
Shape: Collage materials can be shaped to represent shapes in an image.			✓		
Shape: Shapes can be organic (natural) and irregular.					✓
Shape: Patterns can be made using shapes.				✓	✓
Line: Lines can be used to fill shapes, to make outlines and to add detail or pattern.			✓		

Year 2		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Pattern: Drawing techniques such as hatching, scribbling, stippling, and blending can make patterns.	Making skills (inc. Formal elements)	✓			
Pattern: Patterns can be used to add detail to an artwork.			✓		
Texture: Collage materials can be chosen to represent real-life textures.			✓		
Texture: Collage materials can be overlapped and overlaid to add texture.			✓		
Texture: Drawing techniques such as hatching, scribbling, stippling, and blending can create surface texture.		✓	✓		
Texture: Painting tools can create varied textures in paint.			✓		
Tone: Different amounts of paint and water can be used to mix hues of secondary colours				✓	

Year 2	Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
<p>Making skills (inc. Formal elements)</p>	<p>Pupils know:</p> <ul style="list-style-type: none"> • How different marks can be used to represent words and sounds. • That a combination of materials can achieve the desired effect. • That charcoal is made from burning wood. <p>Pupils know how to:</p> <ul style="list-style-type: none"> • Use different materials and marks to replicate texture. • Manipulate materials and surfaces to create textures. Eg scratching with tools or blending with fingers. • Use marks and lines to show expression on faces. • Make a concertina book. • Use drawing to tell a story. • Use charcoal to avoid snapping and to achieve different types of lines. • Use drawing pens. • 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Mix a variety of shades of a secondary colour. • Make choices about amounts of paint to use when mixing a particular colour. • Match colours seen around them. • Create texture using different painting tools. • Make textured paper to use in a collage. • Choose and shape collage materials eg cutting, tearing. • Compose a collage, arranging and overlapping pieces for contrast and effect. • Add painted detail to a collage to enhance/improve it. 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Smooth and flatten clay. • Roll clay into a cylinder or ball. • Make different surface marks in clay. • Make a clay pinch pot. • Mix clay slip using clay and water. • Join two clay pieces using slip. • Make a relief clay sculpture. • Use hands in different ways as a tool to manipulate clay. • Use clay tools to score clay. 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Draw a map to illustrate a journey. • Separate wool fibres ready to make felt. • Lay wool fibres in opposite directions to make felt. • Roll and squeeze the felt to make the fibres stick together. • Add details to felt by twisting small amounts of wool. • Choose which parts of their drawn map to represent in their 'stained glass'. • Overlap cellophane/tissue to create new colours. • Draw a design onto a printing polystyrene tile without pushing the pencil right through the surface. • Apply paint or ink using a printing roller. • Smooth a printing tile evenly to transfer an image. • Try out a variety of ideas for adapting prints into 2D or 3D artworks.

Year 2		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Talk about art they have seen using some appropriate subject vocabulary.	Knowledge of artists	✓	✓	✓	✓
Create work from a brief, understanding that artists are sometimes commissioned to create art.					✓
Create and critique both figurative and abstract art, recognising some of the techniques used.				✓	✓
Apply their own understanding of art materials learnt from artist work to begin purposefully choosing materials for a specific effect.		✓	✓		
Some artists create art to make people aware of good and bad things happening in the world around them.			✓		
Art can be figurative or abstract.			✓	✓	✓
Illustrators use drawn lines to show how characters feel.		✓			
Artists try out different combinations of collage materials to create the effect they want.				✓	
Artists can use the same material (felt) to make 2D or 3D artworks.				✓	✓
Artists and designers can create work to match a set of requirements; a 'brief' or 'commission'.					✓

Year 2		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Explain their ideas and opinions about their own and others' artwork, beginning to recognise the stories and messages within in and showing an understanding of why they may have made it.	Evaluating and analysing *This understanding is developed over the course of the year; through exposure to a wide variety of artwork and artists across all of the four units.	✓	✓	✓	✓
Begin to talk about how they could improve their own work.		✓	✓	✓	✓
Talk about how art is made.			✓	✓	✓
People use art to tell stories.		✓	✓	✓	✓
People make art about things that are important to them.			✓	✓	✓
People make art to share their feelings.			✓	✓	✓
People make art to explore an idea in different ways.			✓	✓	✓
People make art for fun.		✓			✓
People make art to decorate a space.					✓
People make art to help others understand something.		✓	✓		✓

Year 3		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Generating ideas	✓	✓	✓	✓
Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.	Using sketchbooks	✓			✓
Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.	Making skills (inc. Formal elements)	✓		✓	✓
Use hands and tools confidently to cut, shape and join materials for a purpose.		✓		✓	✓
Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form and proportion.		✓	✓		✓
Colour: Using light and dark colours next to each other creates contrast.				✓	
Colour: Paint colours can be mixed using natural substances, and that prehistoric peoples used these paints.				✓	

Year 3		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Form: Three dimensional forms are either organic (natural) or geometric (mathematical shapes, like a cube).	Making skills (inc. Formal elements)	✓		✓	
Form: Organic forms can be abstract.				✓	
Shape: Negative shapes show the space around and between objects.			✓	✓	
Shape: Artists can focus on shapes when making abstract art.				✓	
Line: Using different tools or using the same tool in different ways can create different types of lines.		✓	✓		
Pattern: Pattern can be man-made (like a printed wallpaper) or natural (like a giraffe's skin).					✓
Pattern: Surface rubbings can be used to add or make patterns.		✓			
Texture: Texture in an artwork can be real (what the surface actually feels like) or a surface can be made to appear textured.		✓	✓		
Tone: That 'tone' in art means 'light and dark'.		✓			
Tone: Shading helps make drawn objects look realistic.		✓			
Tone: Some basic rules for shading when drawing, eg shade in one direction, blending tones smoothly and with no gaps.		✓			
Tone: Shading is used to create different tones in an artwork and can include hatching, cross-hatching, scribbling and stippling.		✓			
Key skills and knowledge by unit					

Year 3	Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
<p>Making skills (inc. Formal elements)</p>	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Use shapes identified within in objects as a method to draw. • Create tone by shading. • Achieve even tones when shading. • Make texture rubbings. • Create art from textured paper. • Hold and use a pencil to shade. • Tear and shape paper. • Use paper shapes to create a drawing. • Use drawing tools to take a rubbing. • Make careful observations to accurately draw an object. • Create abstract compositions to draw more expressively. 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Use simple shapes to scale up a drawing to make it bigger. • Make a cave wall surface. • Paint on a rough surface. • Make a negative and positive image. • Create a textured background using charcoal and chalk. • Use natural objects to make tools to paint with. • Make natural paints using natural materials. • Create different textures using different parts of a brush. • Use colour mixing to make natural colours. 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Join 2D shapes to make a 3D form. • Join larger pieces of materials, exploring what gives 3D shapes stability. • Shape card in different ways eg. rolling, folding and choose the best way to recreate a drawn idea. • Identify and draw negative spaces. • Plan a sculpture by drawing. • Choose materials to scale up an idea. • Create different joins in card eg. slot, tabs, wrapping. • Add surface detail to a sculpture using colour or texture. • Display sculpture. 	<p>Pupils know:</p> <ul style="list-style-type: none"> • That layering materials in opposite directions make the handmade paper stronger. <p>Pupils know how to:</p> <ul style="list-style-type: none"> • Use a sketchbook to research a subject using different techniques and materials to present ideas. • Construct a new paper material using paper, water and glue • Use symbols to reflect both literal and figurative ideas. • Produce and select an effective final design. • Make a scroll. • Make a zine. • Use a zine to present information.

Year 3		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Discuss how artists produced art in the past and understand the influence and impact of their methods and styles on art today, using their own experiences and historical evidence.	Knowledge of artists	✓	✓		✓
Understand the limitations of tools and materials and be able to experiment within more than one medium and with tools to create textural effects.			✓		
Consider how to display art work, understanding how artists consider their viewer and the impact on them.				✓	
Art from the past can give us clues about what it was like to live at that time.			✓		✓
The meanings we take from art made in the past are influenced by our own ideas.					✓
Artists have different materials available to them depending on when they live in history.				✓	✓
Artists can make their own tools.				✓	✓
Artists experiment with different tools and materials to create texture.		✓		✓	
Artists can work in more than one medium.		✓			✓
Artist make decisions about how their work will be displayed.				✓	✓

Year 3		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Confidently explain their ideas and opinions about their own and others' artwork, with an understanding of the breadth of what art can be and that there are many ways to make art.	Evaluating and analysing *This understanding is developed over the course of the year; through exposure to a wide variety of artwork and artists across all of the four units.		✓	✓	✓
Discuss and begin to interpret meaning and purpose of artwork, understanding how artists can use art to communicate.			✓	✓	✓
Begin to carry out a problem-solving process and make changes to improve their work.				✓	
Artists make art in more than one way.			✓	✓	
There are no rules about what art must be.				✓	
Art can be purely decorative or it can have a purpose.				✓	✓
People use art to tell stories and communicate.			✓	✓	✓
People can make art to express their views or beliefs.					✓
People make art for fun, and to make the world a nicer place to be.				✓	
People use art to help explain or teach things.			✓	✓	✓

Year 3		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
People make art to explore big ideas, like death or nature.	Evaluating and analysing *This understanding is developed over the course of the year; through exposure to a wide variety of artwork and artists across all of the four units.	✓			✓
People can have their own opinions about art, and sometimes disagree.					
One artwork can have several meanings.			✓		✓

Year 4		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	Generating ideas	✓	✓	✓	✓
Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome.	Using sketchbooks		✓	✓	✓
Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D effects.	Making skills (inc. Formal elements)	✓	✓	✓	✓
Use growing knowledge of different materials, combining media for effect.					✓
Use more complex techniques to shape and join materials, such as carving and modelling wire.				✓	
Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.		✓	✓		✓
Colour: Adding black to a colour creates a shade.				✓	
Colour: Adding white to a colour creates a tint.				✓	

Year 4		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Form: Using lighter and darker tints and shades of a colour can create a 3D effect.	Making skills (inc. Formal elements)		✓		
Form: Simple 3D forms can be made by creating layers, by folding and rolling materials.				✓	
Shape: How to use basic shapes to form more complex shapes and patterns.		✓			✓
Line: Lines can be lighter or darker, or thicker or thinner and that this can add expression or movement to a drawing.		✓			
Pattern: Patterns can be irregular, and change in ways you wouldn't expect.		✓			✓
Pattern: The starting point for a repeating pattern is called a motif, and a motif can be arranged in different ways to make varied patterns.					✓
Texture: How to use texture more purposely to achieve a specific effect or to replicate a natural surface.					✓
Tone: That using lighter and darker tints and shades of a colour can create a 3D effect.				✓	✓
Tone: Tone can be used to create contrast in an artwork.				✓	

Year 4	Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
<p>Making skills (inc. Formal elements)</p>	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Use pencils of different grades to shade and add tone. • Hold a pencil with varying pressure to create different marks. • Use observation and sketch objects quickly. • Draw objects in proportion to each other. • Use charcoal and a rubber to draw tone. • Use scissors and paper as a method to 'draw'. • Make choices about arranging cut elements to create a composition. • Create a wax resist background. • Use different tools to scratch into a painted surface to add contrast and pattern. • Choose a section of a drawing to recreate as a print. • Create a monoprint. 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Mix a tint and a shade by adding black or white. • Use tints and shades of a colour to create a 3D effect when painting. • Apply paint using different techniques eg. stippling, dabbing, washing. • Choose suitable painting tools. • Arrange objects to create a still life composition. • Plan a painting by drawing first. • Organise painting equipment independently, making choices about tools and materials. 	<p>Pupils know:</p> <ul style="list-style-type: none"> • How different tools can be used to create different sculptural effects and add details and are suited for different purposes, eg. spoon, paper clips for soap, pliers for wire. <p>Pupils know how to:</p> <ul style="list-style-type: none"> • Use their arm to draw 3D objects on a large scale. • Sculpt soap from a drawn design. • Smooth the surface of soap using water when carving. • Join wire to make shapes by twisting and looping pieces together. • Create a neat line in wire by cutting and twisting the end onto the main piece. • Use a range of materials to make 3D artwork eg. manipulate light to make shadow sculpture, use recycled materials to make 3D artwork. • Try out different ways to display a 3D piece and choose the most effective. 	<p>Pupils know:</p> <ul style="list-style-type: none"> • That a mood board is a visual collection which aims to convey a general feeling or idea. • That batik is a traditional fabric decoration technique that uses hot wax. <p>Pupils know how to:</p> <ul style="list-style-type: none"> • Select imagery and use as inspiration for a design project. • To know how to make a mood board. • Recognise a theme and develop colour palettes using selected imagery and drawings. • Draw small sections of one image to focus on colours and texture. • Develop observational drawings into shapes and pattern for design. • Transfer a design using a tracing method. • Make a repeating pattern tile using cut and torn paper shapes. • Use glue as an alternative batik technique to create patterns on fabric. • Use materials, like glue, in different ways depending on the desired effect. • Paint on fabric. • Wash fabric to remove glue to finish a decorative fabric piece. •

Year 4		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Use subject vocabulary confidently to describe and compare creative works.	Knowledge of artists	✓	✓	✓	✓
Understand how artists use art to convey messages through the choices they make.			✓	✓	
Work as a professional designer does, by collating ideas to generate a theme.					✓
Art can communicate powerful statements about right and wrong.				✓	
Designers can make beautiful things to try and improve people's everyday lives.					✓
How and where art is displayed has an effect on how people interpret it.					
Artists can choose particular materials to communicate a message.				✓	
Artists choose what to include in a composition, considering both what looks good together and any message they want to communicate.		✓			
Designers collect visual ideas from a wide range of sources, sometimes collecting these as a mood board.					✓
Artists and designers sometimes choose techniques based on the time and money available to them.					✓
Artists use drawing to plan ideas for work in different media.				✓	

Year 4		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Use more complex vocabulary when discussing their own and others' art.	Evaluating and analysing *This understanding is developed over the course of the year; through exposure to a wide variety of artwork and artists across all of the four units.	✓	✓	✓	✓
Discuss art considering how it can affect the lives of the viewers or users of the piece.			✓	✓	
Evaluate their work more regularly and independently during the planning and making process.			✓		✓
Artists make choices about what, how and where they create art.			✓	✓	✓
Art can be all different sizes.				✓	
Art can be displayed inside or outside.				✓	
Art is interpreted differently depending on how it is displayed.				✓	
Artworks can fit more than one genre.				✓	
Art can be created to make money; being an artist is a job for some people.					✓
Art, craft and design affects the lives of people who see or use something that has been created.					✓

Year 4		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Artists make work to explore right and wrong and to communicate their own beliefs.	Evaluating and analysing *This understanding is developed over the course of the year; through exposure to a wide variety of artwork and artists across all of the four units.			✓	
Art is influenced by the time and place it was made, and this affects how people interpret it.			✓	✓	
Artists may hide messages or meaning in their work.			✓	✓	
Artists evaluate what they make and talking about art is one way to do this.		✓			✓

Year 5		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Generating ideas	✓	✓	✓	✓
Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.	Using sketchbooks	✓	✓	✓	✓
Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.	Making skills (inc. Formal elements)	✓	✓	✓	✓
Combine a wider range of media, eg photography and digital art effects.		✓	✓		
Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.		✓	✓		✓
Colour: Artists use colour to create an atmosphere or to represent feelings in an artwork, for example by using warm or cool colours.			✓		
Form: An art installation is often a room or environment in which the viewer 'experiences' the art all around them.					✓
Form: The size and scale of three-dimensional artwork changes the effect of the piece.					✓

Year 5		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Shape: Shapes can be used to place the key elements in a composition.	Making skills (inc. Formal elements)	✓			✓
Line: Lines can be used by artists to control what the viewer looks at within a composition, eg by using diagonal lines to draw your eye into the centre of a drawing.					✓
Pattern: Artists create pattern to add expressive detail to art works, for example Chila Kumari Singh Burman using small everyday objects to add detail to sculptures.			✓		
Texture: How to create texture on different materials.		✓			
Tone: Tone can help show the foreground and background in an artwork.				✓	

Year 5	Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
<p>Making skills (inc. Formal elements)</p>	<p>Pupils know:</p> <ul style="list-style-type: none"> • What print effects different materials make. <p>Pupils know how to:</p> <ul style="list-style-type: none"> • Analyse an image that considers impact, audience and purpose. • Draw the same image in different ways with different materials and techniques. • Make a collagraph plate. • Make a collagraph print. • Develop drawn ideas for a print. • Combine techniques to create a final composition. • Decide what materials and tools to use based on experience and knowledge. 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Develop a drawing into a painting. • Create a drawing using text as lines and tone. • Experiment with materials and create different backgrounds to draw onto. • Use a photograph as a starting point for a mixed-media artwork. • Take an interesting portrait photograph, exploring different angles. • Adapt an image to create a new one. • Combine materials to create an effect. • Choose colours to represent an idea or atmosphere. • Develop a final composition from sketchbook ideas. 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> • Make an explosion drawing in the style of Cai Guo-Qiang, exploring the effect of different materials. • Try out ideas on a small scale to assess their effect. • Use everyday objects to form a sculpture. • Transform and manipulate ordinary objects into sculpture by wrapping, colouring, covering and joining them. • Try out ideas for making a sculpture interactive. • Plan an installation proposal, making choices about light, sound and display. 	<p>Pupils know:</p> <ul style="list-style-type: none"> • The steps to make a monoprint. • When a roller is sufficiently inked. <p>Pupils know how to:</p> <ul style="list-style-type: none"> • Make an observational drawing of a house. • Use shapes and measuring as methods to draw accurate proportions. • Select a small section of a drawing to use as a print design. • Develop drawings further to use as a design for print. • Design a building that fits a specific brief. • Draw an idea in the style of an architect that is annotated to explain key features. • Draw from different views, such as a front or side elevation. • Use sketchbooks to research and present information about an artist. • Interpret an idea in into a design for a structure.

Year 5		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.	Knowledge of artists	✓	✓	✓	✓
Discuss how artists create work with the intent to create an impact on the viewer.		✓	✓	✓	✓
Consider what choices can be made in their own work to impact their viewer.		✓	✓	✓	✓
Artists are influenced by what is going on around them; for example culture, politics and technology.		✓	✓	✓	✓
Artists 'borrow' ideas and imagery from other times and cultures to create new artworks.		✓			✓
How an artwork is interpreted will depend on the life experiences of the person looking at it.				✓	
Artists use self-portraits to represent important things about themselves.			✓		
Artists create works that make us question our beliefs.				✓	
Visual designs can represent big ideas like harmony with nature or peace.					✓
Artists can choose their medium to create a particular effect on the viewer.		✓	✓		
Artists can combine materials; for example digital imagery with paint or print.		✓			
Art can be interactive; the viewer becomes part of it, experiencing the artwork with more than one of the senses.				✓	

Year 5		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.	Evaluating and analysing *This understanding is developed over the course of the year; through exposure to a wide variety of artwork and artists across all of the four units.	✓	✓	✓	✓
Consider how effectively pieces of art express emotion and encourage the viewer to question their own ideas.				✓	
Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.		✓	✓	✓	
Sometimes people disagree about whether something can be called 'art'.				✓	
Art doesn't always last for a long time; it can be temporary.				✓	
Art, craft and design can be functional and affect human environments and experiences.					✓
People make art to express emotion.				✓	
People make art to encourage others to question their ideas or beliefs.				✓	
People make art to portray ideas about identity.				✓	✓
People make art to fit in with popular ideas or fashions.			✓		

Year 5		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
People can explore and discuss art in different ways, for example, by visiting galleries, by discussing it, by writing about it, by using it as inspiration for their own work or by sharing ideas online.	Evaluating and analysing This understanding is developed over the course of the year; through exposure to a wide variety of artwork and artists across all of the four units.	✓		✓	✓
Some artists become well-known or famous and people tend to talk more about their work because it is familiar.				✓	✓
Talking about plans for artwork, or evaluating finished work, can help improve what artists create.		✓	✓	✓	✓
Comparing artworks can help people understand them better.			✓	✓	

Year 6		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.	Generating ideas	✓	✓	✓	✓
Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.	Using sketchbooks	✓	✓	✓	✓
Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.	Making skills (inc. Formal elements)	✓	✓	✓	✓
Combine materials and techniques appropriately to fit with ideas.		✓	✓	✓	
Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art.		✓	✓	✓	
Colour: A 'monochromatic' artwork uses tints and shades of just one colour.		✓			
Colour: Colours can be symbolic and have meanings that vary according to your culture or background, eg red for danger or for celebration.		✓	✓	✓	✓
Form: The surface textures created by different materials can help suggest form in two-dimensional art work.		✓		✓	

Year 6		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Shape: How an understanding of shape and space can support creating effective composition.	Making skills (inc. Formal elements)	✓		✓	✓
Line: How line is used beyond drawing and can be applied to other art forms.		✓	✓	✓	✓
Pattern: Pattern can be created in many different ways, eg in the rhythm of brushstrokes in a painting (like the work of van Gogh) or in repeated shapes within a composition.			✓	✓	✓
Texture: Applying thick layers of paint to a surface is called impasto, and is used by artists such as Claude Monet to describe texture.			✓		
Tone: That chiaroscuro means 'light and dark' and is a term used to describe high-contrast images.		✓			

Year 6	Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
<p>Making skills (inc. Formal elements)</p>	<p>Pupils know:</p> <ul style="list-style-type: none"> To know gestural and expressive ways to make marks. To know effects different materials make. To know the effects created when drawing into different surfaces <p>Pupils know how to:</p> <ul style="list-style-type: none"> Use symbolism as a way to create imagery. Combine imagery into unique compositions. Achieve the tonal technique called chiaroscuro. Make handmade tools to draw with. Use charcoal to create chiaroscuro effects. 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> Use sketchbooks to research and present information. Develop ideas into a plan for a final piece. Make a personal response to the artwork of another artist. Use different methods to analyse artwork such as drama, discussion and questioning. 	<p>Pupils know how to:</p> <ul style="list-style-type: none"> Translate a 2D image into a 3D form. Manipulate cardboard to create 3D forms (tearing, cutting, folding, bending, ripping). Manipulate cardboard to create different textures. Make a cardboard relief sculpture. Make visual notes to generate ideas for a final piece. Translate ideas into sculptural forms. 	<p>Pupils know:</p> <ul style="list-style-type: none"> How different materials can be used to produce photorealistic artwork. That macro photography is showing a subject as larger than it is in real life. <p>Pupils know how to:</p> <ul style="list-style-type: none"> Create a photomontage. Create artwork for a design brief. Use a camera or tablet for photography. Identify the parts of a camera. Take a macro photo, choosing an interesting composition. Manipulate a photograph using photo editing tools. Use drama and props to recreate imagery. Take a portrait photograph. Use a grid method to copy a photograph into a drawing.

Year 6		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.	Knowledge of artists	✓	✓	✓	✓
Recognise how artists use materials to respond to feelings and memory and choose materials, imagery, shape and form to create personal pieces.			✓	✓	✓
Understand how art forms such as photography and sculpture continually develop over time as artists seek to break new boundaries.				✓	✓
Artists can use symbols in their artwork to convey meaning.		✓	✓	✓	
Sometimes artists add extra meaning to what they create by working in places where they don't have permission to work.		✓			
Artists find inspiration in other artist's work, adapting and interpreting ideas and techniques to create something new.		✓			
Art can be a form of protest.		✓	✓		
Artists use art to tell stories about things that are important to them; looking at artworks from the past can reveal thoughts and opinions from that time.		✓	✓	✓	✓
Art sometimes creates difficult feelings when we look at it.		✓	✓		

Year 6		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Artists use techniques like chiaroscuro to create dramatic light and shade when drawing or painting.	Knowledge of artists	✓			
Artists can use materials to respond to a feeling or idea in an abstract way.			✓	✓	
Artists take risks to try out ideas; this can lead to new techniques being developed.				✓	✓
Artists can make work by collecting and combining ready-made objects to create 'assemblage'.				✓	
Artforms are always evolving as materials and techniques change over time.					✓
Give reasoned evaluations of their own and others' work which takes account of context and intention.	Evaluating and analysing	✓	✓	✓	✓
Discuss how art is sometimes used to communicate social, political, or environmental views.		✓	✓		
Explain how art can be created to cause reaction and impact and be able to consider why an artist chooses to use art in this way.		✓		✓	✓
Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.		✓	✓	✓	✓
		This understanding is developed over the course of the year; through exposure to a wide variety of artwork and artists across all of the four units.			

Year 6		Drawing	Painting and mixed-media	Sculpture and 3D	Craft and design
Art doesn't have to a literal representation of something, it can sometimes be imagined and abstract.	<p>Evaluating and analysing</p> <p>This understanding is developed over the course of the year; through exposure to a wide variety of artwork and artists across all of the four units.</p>	✓	✓	✓	✓
Art can represent abstract concepts, like memories and experiences.		✓	✓	✓	✓
Art can be a digital art form, like photography.					✓
Sometimes people make art to express their views and opinions, which can be political or topical.		✓	✓		
Sometime people make art to create reactions.		✓		✓	
People use art as a means to reflect on their unique characteristics.		✓		✓	✓
Art can change through new and emerging technologies that challenge people to discuss and appreciate art in a new way.					✓
People can have varying ideas about the value of art.		✓			✓
Art can be analysed and interpreted in lots of ways and can be different for everyone.		✓		✓	
Everyone has a unique way of experiencing art.		✓		✓	