1 3 4 Drawing To know that marks can To know different line To know how to create To know how to create To know that shading, To know that perspective To know that lines can be used shapes (thick, thin, horihatching and cross hatchcan be used for effect. be made in different different tones using different tones using a to depict movement and shadzontal, vertical, zig-zag, pencils. wider range of media. ing can be used for efdiagonal, curly, curved, fect. Use learnt techniques to spiral) and create them Begin to use and control a Control the types of Develop intricate patwork in a sustained and Draw for a sustained period of with increasing control. variety of media. marks made with a variety terns and marks with a Develop techniques to independent way. time over a number of sessions of media. variety of media. create intricate patterns. working on one piece. Experiment with a variety marks and lines using a Start to produce simple Develop a key element of lines and shapes. of media in a range of growing range of media. their work: line, tone, To develop their artistic style Continue to investigate Use different grades of colours. tone by drawing light/ pencil shade to show difthrough the careful selection pattern and texture. dark lines, patterns and of media and techniques. ferent tones. Can use media to draw Use hatching and cross Begin to control the types shapes using a pencil. hatching to develop tex-Use these different techsimple representations. of marks made with the ture and tone. Create textures and patniques to create mood and Ensure sketches communicate range of media. To explore textures and terns usina known skills feelina. emotions and a sense of self Vocab patterns with a range of with a wide range of me-Organise line, tone, shape with accuracy and imagination. Line Develop a range of tone media. and colour to capture a Develop further simple using a pencil and use a desired outcome showing perspective by using a Have opportunities to develop Shape variety of drawing techconsolidation of skills To show different tones focal point and horizon. further simple perspective e.g. Begin to show an aware-Colour niques. by using coloured pencils ness of objects having a movement and shadow. and pastels. third dimension and per-Have opportunities to Choosing appropriate Draw lines of different develop further drawings spective. drawing techniques to Develop an awareness of comshapes and thickness. Continue to investigate featuring the third diwork from a variety of position, scale and proportion. using a wide range of mension and perspective. textures and produce an To choose appropriate sources: observation. tools such as pastels, expanding range of patmethods to represent photographs and digital Annotate/explain why they crayons, chalk and felt textures. To explore textures withterns. images. have combined different tools in imagery. to create their drawings. Annotate or explain their Write an explanation of Annotate/explain why Investigate textures by sketches. their sketches year group To explain why and how they have used specific Can consciously select the most describina, namina, rubvocabulary. they have completed their materials to draw with appropriate média and techbing and copying. work using year group using year group vocabu-Can show texture and nique for the task. vocabulary. lary. Can use shading and tone Can use line to create pattern within a piece of for effect. Can use focal points to catch different shapes and for work. Can use hatching and Can use perspective to the viewers attention. different effects. cross hatching for effect. ensure their drawings are Can show tone in a piece Use all of the previous proportional. of work. years' vocabulary in addi-Use all of the last years' vocab-Choose the most appro-Use all of previous years' ulary in addition to: tion to: priate technique for a Use all of the last years' vocabulary in addition to: Use all of the previous given task. Purpose Manipulate Foreground vocabulary in addition to: Pattern years' vocabulary in addi-Backaround Repeating tion to: Comparison Dry media Plan Use all of the previous Sketch Contrast Wét media Desian years' vocabulary in addi-Shade Space Observation Digital media Make tion to: Läyer Observation Adapt/alter Harmony - pleasing combination Smudge/blend Differences of colours that go well together Sources Media Variation Composition Sculpted Grades of pencil Mood Modelled Abstract Scale Constructed Flowina Symmetry Vibrant Delicate Atmosphere

Year	R	1	2	3	4	5	6
ar Painting	Enjoy using a variety of tools including different size brushes and tools.  Explore what happens when they mix colours.  Use particular colours for a purpose.	Explore with a variety of media; different brush sizes and tools.  Choose to use thick and thin brushes as appropriate.  Begin to control the types of marks made with the range of media.  Start to mix a range of secondary colours, moving towards predicting resulting colours.  Name the primary and secondary colours.  Explore lightening and darkening paint without the use of black or white.	Continue to control the types of marks made with a range of painting techniques: layering, mixing and adding texture.  Mix paint to create all the secondary colours and predict the outcomes.  Continue to experiment in lightening and darkening without the use of black or white.  Begin to mix colour tints and shades.  Store information on colour mixing, the colour wheel and colour spectrums.	Demonstrate increasing control with the types of marks made.  Experiment with different effects and textures: blocking in colour, washes, thickened paint and textural effects.  Use a range of brushes to create different effects.  Use light and dark within painting and begin to explore complimentary colours.  Mix colour, tints and shades with increasing confidence.  Know where each of the primary and secondary colours sits on the colour wheel.	Confidently control types of marks made.  Experiment with different effects and textures, including those learnt previously.  Begin to choose appropriate media to work with.  Use light and dark within painting and show understanding of complimentary colours.  Create all the colours they need through mixing.  Mix colour, tints and shades with increasing confidence.  Start to look at working in the style of a selected artist.	Confidently control the types of marks made.  Experiment with different effects and textures.  Be able to identify primary secondary, complementary and contrasting colours.  Mix and match colours to create atmosphere and light effects.  Mix colour, tints and shades with confidence.  Start to develop a painting from a drawing.  Recognise the art of key artists and begin to place them in key movements or historical events.	Purposely control the types of marks made.  Experiment with different effects and textures.  Mix colour, tints and shades with confidence, building on previous knowledge.  Work in a sustained and independent way to develop their own style of painting.  Choose appropriate paint, paper and implements to adapt and extend their work.  Explain why they have chosen specific painting techniques.

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Year	R	1	2	3	4	5	6
3D / Sculpture	Enjoy a range of malleable media such as clay, papier-mâché and salt dough.  Cut shapes using scissors and other modelling tools.  Understand that different media can be combined to create new effects.  Construct with a purpose in mind, using a variety of resources.  Select tools and techniques needed to shape, assemble and join materials they are using.	Experiment with a variety of malleable media such as clay, papier-mâché, salt dough and Modroc.  Manipulate malleable materials in a variety of ways including rolling, pinching and kneading.  Shape and model materials for a purpose e.g. pots.  Apply simple decoration techniques; impressed, painted and applied.  Experiment with constructing and joining recycled, natural and manmade materials.  Use tools and equipment safely and in the correct way.	Use equipment and media with increasing confidence.  Use clay, Modroc or other malleable material to create an imaginary or realistic form e.g. a pot, structure or figure.  Explore carving as a form of 3D art.  Demonstrate experience in surface patterns and textures and use them when appropriate.  Develop an increasing awareness to use tools and equipment safely and in the correct way.	Use equipment and media with confidence.  Join two parts successfully.  Construct a simple base for extending and modelling other shapes.  Learn to secure work to continue at a later date.  Continue to explore carving as a form of 3D art.  Produce larger ware using pinch, slab and coil techniques.  Produce more intricate surface patterns and textures and use them when appropriate.  Use language appropriate to skill and technique.	Work in a safe, organised way, caring for equipment.  Make a slip to join two pieces of clay.  Secure work to continue at a later date.  Decorate, coil and produce marquettes confidently.  Gain more experience in carving as a form of 3D art.  Use recycled, natural and man-made materials to create sculptures.  Model over an armature (newspaper frame for Modroc).  Continue to use language appropriate to skill and technique.  Show an awareness of the effect of time upon sculptures.	Continue to work in a safe, organised way, caring for equipment.  Carry on securing work to continue at a later date.  Show experience in combining pinch, slab and coil.  Develop understanding of different ways of finishing work: glaze, paint and polish.  Gain experience in modelling over an armature (newspaper frame for Modroc).  Develop confidence in carving a simple form.  Use recycled, natural and manmade materials to create sculptures, confidently and successfully joining.  Demonstrate awareness in environmental sculpture and found object art.  Compare the style of different approaches e.g.  Moore and Aztec	Work confidently in a safe, organised way, caring for equipment.  Carry on securing work to continue at a later date.  Model and develop work through a combination of pinch, slab and coil to produce end pieces.  Demonstrate experience in the understanding of different ways of finishing work: glaze, paint and polish.  Work around armatures or over constructed foundations.  Confidently carve a simple form.  Demonstrate experience in relief and freestanding work using a range of media.  Recognise sculptural forms in the environment e.g. furniture and buildings.

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Printing	Enjoy taking leaf rubbings e.g. leaf, brick and coin.  Create simple pictures by printing from objects.  Develop simple patterns by using objects.	Explore printing simple pictures with a range of hard and soft materials e.g. cork, sponge.  Design their own printing block.  Explore printing in relief. Use string and card.  Explore impressed printing. Drawing into ink, printing from objects.  Create a simple repeating pattern and recognise pattern in the environment.  Use equipment and media correctly and start to produce a clean printed image.	Continue to explore printing simple pictures with a range of hard and soft materials e.g. cork, sponge, pen barrels.  Explore mono printing. Make simple marks on rollers and printing palettes. Take simple prints.  Demonstrate experience at impressed printing. Drawing into ink, printing from objects.  Design patterns of increasing complexity and repetition.  Use equipment and media correctly and be able to produce a clean printed image.  Experiment with overprinting motifs and colour.	Continue to explore relief printing and mono printing.  Print simple pictures using different printing techniques.  Begin to demonstrate experience in three colour printing.  Experiment with overprinting motifs using two colours.  Start to combine prints taken from different objects to produce an end piece.  Explore the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and making links to their own work.	Increase awareness of relief printing and mono printing.  Expand experience in three colour printing.  Continue experimenting with overprinting motifs using three colours.  Print onto different materials including fabric.  Continue to experience combining prints taken from different objects to produce an end piece.  Create an accurate print design.	Show experience in a range of mono print techniques.  Continue to gain experience in overprinting colours.  Start to overlay prints with other media.  Print onto a range of different materials.  Use a variety of tools in a safe way.  Create an accurate print design that meets a given criteria.  Collect and record visual information from different sources as well as planning and trying out ideas.	Demonstrate experience in a range of printmaking techniques.  Describe the techniques and processes they use.  Overprint using different colours.  Be confident in printing onto a range of different materials.  Collect and record visual information from different sources as well as planning and collecting source material.

Year	R	1	2	3	4	5	6
Collage	Chooses particular colours for a purpose.  Experiment to create different textures.  Manipulate materials to achieve a planned effect.  Use simple tools and techniques and adapt work where necessary.	Create images from a variety of media e.g. tissue paper, crepe paper etc.  Collect and sort colours appropriate for an image.  Arrange and glue materials to different backgrounds.  Fold, crumple, tear and overlap papers.  Create and arrange shapes appropriately by cutting or tearing.	Create images from a variety of media e.g. fabric, magazines, newspaper etc.  Use different kinds of materials on their collage and explain why they have chosen them.  Sort and group different materials for different purposes e.g. colour, texture.  Use repeated patterns in their collage.	Experiment with a range of collage techniques such as tearing, overlapping and layering to create texture.  Cut materials and shapes with developing accuracy.  Experiment using different colours.  Begin creating and experimenting with mosaic.	Select and arrange materials to create a striking effect.  Use coiling and tessellation as new techniques.  Develop learnt mosaic skills and techniques through experimenting with ceramic mosaics.  Combine visual and tactile qualities.	Continue to use a range of media to create collages.  Use learnt techniques to add collage to a painted, printed or drawn background.  Use and mix a variety of textures (rough, smooth, plain, and patterned).  Use ceramic mosaic to produce a piece of art.  Combine visual and tactile qualities to express mood and emotion.	Use a range of materials and justify why they have chosen them.  Combine pattern, tone and shape to create a finished piece.  Use different techniques, colours and textures when designing and planning work.  Use collage as a means of extending work from initial ideas.

Year	R	1	2	3	4	5	6
IT (weave into art curriculum and use throughout the year)		Use a simple painting program to create a picture.  Use tools like full and brushes in a painting package (paint)	Create a picture independently.  Use simple IT markmaking tools e.g. brush and pen tools.  Edit their own work.  Take different photographs of themselves displaying different moods.  Change their photographic images on a computer.	Use the printed images they take with a digital camera and combine them with other media to produce art work.  Use IT programs to create a piece of work that includes their own work and that of others (using the internet).  Use the internet to research an artist or style of art.	Present a collection of their work on a slide show.  Create a piece of art work which includes the integration of digital images they have taken.  Combine graphics and text based on their research.	Create a piece of art work which includes the integration of digital images they have taken.  Combine graphics and text based on their research.  Scan images and take digital photos, and use software to alter them, adapt them and create work with meaning.  Create digital images with animation, video and sound to communicate their ideas.	Use software packages to create pieces of digital art to design.  Create a piece of art which can be used as part of a wider presentation.