Art and Design						
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Main focus	Painting Collage Drawing	Textiles Printing Sculpture	Painting Collage Drawing	Sculpture Printing Drawing	Sculpture Drawing Printing	Painting Collage
AREAS OF STUDY						
To develop ideas	Begin to respond to ideas and starting points. Begin to explore ideas and collect visual information. Begin to explore different methods and materials as ideas develop.	Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.	Begin to develop ideas from starting points throughout the curriculum. Begin to collect information, sketches and resources. Begin to adapt and refine ideas as they progress. Begin to explore ideas in a variety of ways. Begin to comment on artworks using visual language.	Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language.	Begin to develop and imaginatively extend ideas from starting points throughout the curriculum. Begin to collect information, sketches and resources and present ideas imaginatively in a sketchbook. Begin to use the qualities of materials and mediums to enhance ideas. Begin to spot the potential in unexpected results as work progresses. Begin to comment on artworks with a fluent grasp of visual language	Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook. Use the qualities of materials and mediums to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language

To master techniques (painting)	Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones. Create colour wheel and identify primary colours		Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively and know which primary colours make secondary colours. Experiment with different effects and textures including blocking, washes, thickening paint and creating textural effects.			Create a colour palette based upon colours observed in the natural or built world. Combine colours, tones and tints to enhance the atmosphere and light effects of a piece. Use brush techniques and the qualities of paint to create texture. Develop a personal style of painting, drawing upon ideas from other artists. Be able to identify primary, secondary, complementary and contrasting colours.
To master techniques (collage)	Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create and explore texture.		Select and arrange materials for a striking effect. Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures. Use collage as a means of collecting ideas and information and building a visual vocabulary.			Add collage to a painted, printed or drawn background. Mix textures (rough and smooth, plain and patterned). Use a range of media to create collages. Use collage as a means of extending work from initial ideas.

To master techniques (sculpture)		Use a combination of shapes. Include lines and texture. Experiment with constructing and joining recycled, natural and manmade materials. Use techniques such as rolling, cutting, moulding and carving.		Plan, design and make models from observation or imagination. Join clay adequately and construct a simple base for extending and modelling other shapes. Create surface patterns and textures in malleable material.	Plan a sculpture through drawing and other preparatory work. Show life-like qualities, if more abstract, provoke different interpretations Use tools to carve and add intricate shapes, texture and pattern. Use frameworks (such as wire framework with modroc) to provide stability and form	
To master techniques (drawing)	Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Investigate texture by describing, naming, rubbing, copying. Investigate tone by drawing light/ dark lines and patterns.		Use different hardnesses of pencils/ chalk/ charcoal etc. to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes). Use shading to show light and shadow. Use hatching and cross hatching to show tone, shading and texture.	Pencil drawing skills Hatching / stippling / shading smudging Animal structure and form become proficient in drawing, painting, sculpture and other art, craft and design techniques Improve their mastery of art and design techniques, including drawing	Develop close observation skills. Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight) and to depict movement and perspective. Use different techniques and styles for different purposes. Start to develop their own style using tonal contrast and mixed media.	

To master techniques (printing)		Use repeating or overlapping shapes. Mimic print from the environment (e.g. wallpapers). Use 3D objects to create prints (e.g. fruit, vegetables or sponges). Press, roll, rub and stamp to make prints.		Use layers of two or more colours. Replicate patterns observed in natural or built environments. Make printing blocks using a relief or impressed method (e.g. from coiled string glued to a block). Make precise repeating patterns.	Create printing blocks (both relief and impressed) by simplifying an initial sketch book idea. Create an accurate pattern, showing fine detail. Use a range of visual elements to reflect the purpose of the work. Work into prints with a range of media.	
To master techniques (textiles)		Use weaving to create a pattern. Join materials using glue and/or a stitch. Use plaiting. Apply decoration using beads, buttons, feathers etc.				

To master techniques (digital media)		Use a wide range of tools to create different textures, lines, tones, colours and shapes on the ipads. Explore ideas using digital sources. Record and collect visual information.		Create images, video and sound recordings and explain why they were created. Present recorded visual images using software. Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose.	Understand that a digital image is created by layering and create layered images from original ideas (sketch books etc.) Enhance digital media by editing (including sound, video, animation, still images and installations).	
To take inspiration from the greats (classic and modern)	Begin to describe the work of notable artists, artisans and designers. Begin to use some of the ideas of artists studied to create pieces. George Seurat Vincent Van Gogh LS Lowry	Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces. William Morris Medhi patterns – Indian culture Georgia O'Keefe	Begin to replicate some of the techniques used by notable artists, artisans and designers. Begin to create original pieces that are influenced by studies of others. Andy Warhol Piet Mondrian Henri Matisse	Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. Hundertwasser Yayoi Kusama Anglo-Saxon and Viking culture Dame Barbara Hepworth	Begin to give details (including own sketches) about the style of some notable artists, artisans and designers. Begin to show how the work of those studied was influential in both society and to other artists. Begin to create original pieces that show a range of influences and styles. Hokusai Paul Klee Pablo Picasso	Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists. Create original pieces that show a range of influences and styles. David Hockney Wassily Kandinsky Peter Blake

Key Vocabulary	Sculpt Construct Join Roll Cut Mold Carve Mixed media Textures Stippling Pointillism Impressionism Collage Portrait Landscape	Primary colours patterns Intricate Design Colours Mehndi Henna Clay Roll Smooth Pinch Stroke Blending Building Architecture Shape Lines Reflection Symmetrical Silhouette Outline Texture		Printing, polystyrene, printing ink, favela, mosaic, watercolours, tone, evaluate. Northern lights (aurora borealis), oil pastels, collage, sketching, blending, charcoal, chalks, draft.	Print Cubism Surrealism Abstract Mixed media Lino print Perspective Landscapes exhibit Expressionism palette	Collage Composition Watercolour Blending
School context						
Cross curricular	Geography / History / PSHCE – all about me History – Moon Landings Science – plants Geography – Pittville Park and seaside	Geography – India RE – diva lamps Geography / Science - rainforests	Science / DT – food History – Romans Geography - Cheltenham	Geography – Brazil / biomes History – Anglo-Saxons and Vikings	Geography – The Americas History – Ancient Egyptians / Ancient Greece	Geography – rivers