| Drawing |  |  |  |  |  |  |
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| Reception | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| 1. Begin to use and control a variety of media. <br> 2. Start to produce lines of different thickness using a pencil. <br> 3. Start to produce different patterns and textures from observations, imagination and illustrations. | 1. Experiment with a variety of media. <br> 2. Begin to control the types of marks made with the range of media. <br> 3. Develop a range of tone using a pencil and use a variety of drawing techniques. <br> 4. Draw lines of different shapes and thickness, using 2 different grades of pencil. <br> 5. Investigate textures by describing, naming, rubbing and copying. <br> 6. Communicate something about themselves. | 1. Control the types of marks made with a variety of media. <br> 2. Continue to investigate tone by drawing light/dark lines, patterns and shapes using a pencil. <br> 4. Use three different grades of pencil (4B, $8 B$, HB). <br> 5. Continue to investigate textures and produce an expanding range of patterns. <br> 6. Use a viewfinder to focus on a specific part of an artefact before drawing it. | 1. Develop intricate patterns and marks with a variety of media. <br> 2. Use different grades of pencil shade to show different tones. <br> 3. Create textures and patterns with a wide range of drawing implements. <br> 4. Begin to show an awareness of objects having a third dimension and perspective. <br> 6. Use their sketches to produce a final piece of work. <br> 7. Write an explanation of their sketch in notes. | 1. Develop techniques to create intricate patterns, marks and lines using a growing range of media. <br> 2. Use these techniques to develop texture and tone. <br> 3. Organise line, tone, shape and colour to represent figures and forms in movement. <br> 4. Have opportunities to develop further drawings featuring the third dimension and perspective. <br> 5. Show reflections. <br> 6. Show facial expressions and body language in their sketches. | 1. Use learnt techniques to work in a sustained and independent way. <br> 2. Develop a key element of their work: line, tone, pattern and texture. <br> 3. Use these different techniques to create mood and feeling. <br> 4. Develop further simple perspective by using a focal point and horizon. <br> 5. Use drawing techniques to work from a variety of sources: observation, photographs and digital images. <br> 6. Explain why they have chosen specific materials to draw with. | 1. Draw for a sustained period of time over a number of sessions working on one piece. <br> 2. Use different techniques for different purposes. <br> 3. Ensure sketches communicate emotions and a sense of self with accuracy and imagination. <br> 4. Have opportunities to develop further simple perspective. <br> 5. Develop an awareness of composition, scale and proportion. <br> 6. Explain why they have combined different tools to create their drawings. |


| Painting |  |  |  |  |  |  |
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| Reception | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| 1. Enjoy using a variety of tools including different size brushes and tools. <br> 2. Explore what happens when they mix colours. <br> 3. Use particular colours for a purpose. | 1. Explore with a variety of media; different brush sizes and tools. <br> 2. Choose to use thick and thin brushes as appropriate. <br> 3. Begin to control the types of marks made with the range of media. <br> 4. Start to mix a range of secondary colours, moving towards predicting resulting colours. <br> 5. Name the primary and secondary colours. <br> 6. Explore lightening and darkening paint without the use of black or white. | 1. Continue to control the types of marks made with a range of painting techniques: layering, mixing and adding texture. <br> 2. Mix paint to create all the secondary colours and predict the outcomes. <br> 3. Continue to experiment in lightening and darkening without the use of black or white. <br> 4. Begin to mix colour tints and shades. <br> 5. Store information on colour mixing, the colour wheel and colour spectrums. | 1. Demonstrate increasing control with the types of marks made. <br> 2. Experiment with different effects and textures: blocking in colour, washes, thickened paint and textural effects. <br> 3. Use a range of brushes to create different effects. <br> 4. Use light and dark within painting and begin to explore complimentary colours. <br> 4. Mix colour, tints and shades with increasing confidence. <br> 5. Know where each of the primary and secondary colours sits on the colour wheel. | 1. Confidently control types of marks made. <br> 2. Experiment with different effects and textures, including those learnt previously. <br> 3. Begin to choose appropriate media to work with. <br> 4. Use light and dark within painting and show understanding of complimentary colours. <br> 5. Create all the colours they need through mixing. <br> 6. Mix colour, tints and shades with increasing confidence. <br> 7. Start to look at working in the style of a selected artist. | 1. Confidently control the types of marks made. <br> 2. Experiment with different effects and textures. <br> 3. Be able to identify primary secondary, complementary and contrasting colours. <br> 4. Mix and match colours to create atmosphere and light effects. <br> 5. Mix colour, tints and shades with confidence. <br> 6. Start to develop a painting from a drawing. <br> 7. Recognise the art of key artists and begin to place them in key movements or historical events. | 1. Purposely control the types of marks made. <br> 2. Experiment with different effects and textures. <br> 3. Mix colour, tints and shades with confidence, building on previous knowledge. <br> 4. Work in a sustained and independent way to develop their own style of painting. <br> 5. Choose appropriate paint, paper and implements to adapt and extend their work. <br> 6. Explain why they have chosen specific painting techniques. |
| Printing |  |  |  |  |  |  |


| Reception | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
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| 1. Enjoy taking leaf rubbings e.g. leaf, brick and coin. <br> 2. Create simple pictures by printing from objects. <br> 3. Develop simple patterns by using objects. | 1. Explore printing simple pictures with a range of hard and soft materials e.g. cork, sponge. <br> 2. Design their own printing block. <br> 3. Explore printing in relief. Use string and card. <br> 4. Explore impressed printing. Drawing into ink, printing from objects. <br> 4. Create a simple repeating pattern and recognise pattern in the environment. <br> 5. Use equipment and media correctly and start to produce a clean printed image. | 1. Continue to explore printing simple pictures with a range of hard and soft materials e.g. cork, sponge, pen barrels. <br> 2. Explore mono printing. Make simple marks on rollers and printing palettes. Take simple prints. <br> 3. Demonstrate experience at impressed printing. Drawing into ink, printing from objects. <br> 4. Design patterns of increasing complexity and repetition. <br> 5. Use equipment and media correctly and be able to produce a clean printed image. <br> 6. Experiment with overprinting motifs and colour. | 1. Continue to explore relief printing and mono printing. <br> 2. Print simple pictures using different printing techniques. <br> 3. Begin to demonstrate experience in three colour printing. <br> 4. Experiment with overprinting motifs using two colours. <br> 5. Start to combine prints taken from different objects to produce an end piece. <br> 6. 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. | 1. Increase awareness of relief printing and mono printing. <br> 2. Expand experience in three colour printing. <br> 3. Continue experimenting with overprinting motifs using three colours. <br> 4. Print onto different materials including fabric. <br> 5. Continue to experience combining prints taken from different objects to produce an end piece. <br> 6. Create an accurate print design. | 1. Show experience in a range of mono print techniques. <br> 2. Continue to gain experience in overprinting colours. <br> 3. Start to overlay prints with other media. <br> 4. Print onto a range of different materials. <br> 5. Use a variety of tools in a safe way. <br> 6. Create an accurate print design that meets a given criteria. <br> 7. Collect and record visual information from different sources as well as planning and trying out ideas. | 1. Demonstrate experience in a range of printmaking techniques. <br> 2. Describe the techniques and processes they use. <br> 3. Overprint using different colours. <br> 4. Be confident in printing onto a range of different materials. <br> 5. Collect and record visual information from different sources as well as planning and collecting source material. <br> 6. Adapt their work according to their views and describe how they might develop it further. |

## 3D/Sculpture

| Reception | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
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| 1. Enjoy a range of malleable media such as clay, papier-mâché and salt dough. <br> 2. Cut shapes using scissors and other modelling tools. <br> 3. Understand that different media can be combined to create new effects. <br> 4. Construct with a purpose in mind, using a variety of resources. <br> 5. Select tools and techniques needed to shape, assemble and join materials they are using. | 1. Experiment with a variety of malleable media such as clay, papier-mâché, salt dough and Modroc. <br> 2. Manipulate malleable materials in a variety of ways including rolling, pinching and kneading. <br> 3. Shape and model materials for a purpose e.g. pots. <br> 4. Apply simple decoration techniques; impressed, painted and applied. <br> 5. Experiment with constructing and joining recycled, natural and manmade materials. <br> 6. Use tools and equipment safely and in the correct way. | 1. Use equipment and media with increasing confidence. <br> 2. Use clay, Modroc or other malleable material to create an imaginary or realistic form e.g. a pot, structure or figure. <br> 3. Explore carving as a form of 3D art. <br> 4. Demonstrate experience in surface patterns and textures and use them when appropriate. <br> 5. Develop an increasing awareness to use tools and equipment safely and in the correct way. | 1. Use equipment and media with confidence. <br> 2. Join two parts successfully. <br> 3. Construct a simple base for extending and modelling other shapes. <br> 4. Learn to secure work to continue at a later date. <br> 5. Continue to explore carving as a form of 3D art. <br> 6. Produce larger ware using pinch, slab and coil techniques. <br> 7. Produce more intricate surface patterns and textures and use them when appropriate. <br> 8. Use language appropriate to skill and technique. | 1. Work in a safe, organised way, caring for equipment. <br> 2. Make a slip to join two pieces of clay. <br> 3. Secure work to continue at a later date. <br> 4. Decorate, coil and produce marquettes confidently. <br> 4. Gain more experience in carving as a form of 3D art. <br> 5. Use recycled, natural and man-made materials to create sculptures. <br> 6. Model over an armature (newspaper frame for Modroc). <br> 8. Continue to use language appropriate to skill and technique. <br> 9. Show an awareness of the effect of time upon sculptures. | 1. Continue to work in a safe, organised way, caring for equipment. <br> 2. Carry on securing work to continue at a later date. <br> 3. Show experience in combining pinch, slab and coil. <br> 4. Develop understanding of different ways of finishing work: glaze, paint and polish. <br> 5. Gain experience in modelling over an armature (newspaper frame for Modroc). <br> 6. Develop confidence in carving a simple form. <br> 7. Use recycled, natural and manmade materials to create sculptures, confidently and successfully joining. <br> 8. Demonstrate awareness in environmental | 1. Work confidently in a safe, organised way, caring for equipment. <br> 2. Carry on securing work to continue at a later date. <br> 3. Model and develop work through a combination of pinch, slab and coil to produce end pieces. <br> 4. Demonstrate experience in the understanding of different ways of finishing work: glaze, paint and polish. <br> 5. Work around armatures or over constructed foundations. <br> 6. Confidently carve a simple form. <br> 7. Demonstrate experience in relief and freestanding work using a range of media. |


|  |  |  |  |  | sculpture and found object art. <br> 9. Compare the style of different approaches e.g. Moore and Aztec. | 8. Recognise sculptural forms in the environment e.g. furniture and buildings. |
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| Textiles |  |  |  |  |  |  |
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| Reception | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| 1. Enjoy playing with and using a variety of textiles and fabrics. <br> 2. Decorate a piece of fabric. <br> 3. Experiment with simple weaving e.g. paper, twigs. <br> 4. Experiment in fabric collage e.g. layering fabric. | 1. Begin to identify different forms of textiles. <br> 2. Have experience in colouring textiles (printing and fabric crayons). <br> 3. Have some experience of weaving and understand the process and some techniques. <br> 4. Begin to identify different types and textures of fabric and materials for collage. <br> 5. Use one type of stitch. <br> 6. Explain how to thread a needle and have a go. | 1. Continue identifying different forms of textiles. <br> 2. Gain experience in applying colour to textiles (dipping and fabric crayons). <br> 3. Continue to gain confidence in weaving, both 3D and flat e.g. grass through twigs. <br> 4. Stitch two pieces of fabric. <br> 5. Create and use dyes e.g. using onion skins, tea and coffee. <br> 6. Match and sort fabrics and threads for colour, texture, length, size and shape. <br> 7. Change and modify threads and fabrics (knotting, fraying, fringing, twisting, pulling threads, plaiting). | 1. Show an awareness of and name a range of different fabrics. <br> 2. Use a variety of techniques e.g. dyeing, weaving and stitching to create different textural effects. <br> 3. Develop skills in stitching, cutting and joining. <br> 4. Show further experience in changing and modifying threads and fabrics (knotting, fraying, fringing, pulling threads, twisting, plaiting). <br> 5. Apply decoration using beads, buttons, feathers etc. <br> 6. Demonstrate experience in looking at fabrics from other countries. | 1. Plan a design and execute it. <br> 2. Become confident in applying colour with tie dye by creating and using own dyes. <br> 3. Change and modify threads and fabrics. <br> 4. Use a technique as a basis for stitch embroidery. <br> 5. Apply decoration using needle and thread e.g. buttons and sequins. <br> 6. Use resist paste and batik with the use of one colour. <br> 7. Use language appropriate to skill and technique. | 1. Continue using a variety of techniques e.g. dyeing, weaving and stitching to create different textural effects. <br> 2. Demonstrate experience in combining techniques to produce an end piece e.g. embroidery over tie dye. <br> 3. Change and modify threads and fabrics as needed. <br> 4. Produce two colour tie dye. <br> 5. Experience 3D weaving. <br> 6. Continue to gain experience in batik. Experiment using more than one colour. <br> 7. Use language appropriate to skill and technique | 1. Use a number of different stitches creatively to produce different patterns and textures. <br> 2. Design, plan and decorate a fabric piece. <br> 3. Use different grades of threads and needles. <br> 4. Work in 2D and 3D as required. <br> 5. Recognise different forms of textiles and express opinions on them. <br> 6. Use language appropriate to skill and technique. |


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

The use of IT should be weaved into the art curriculum and used throughout the year.

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

