

Art and Design <b>Autumn</b> <b>Spring</b> <b>Summer</b>					
National Curriculum Objectives Key Stage 1		National Curriculum Objectives Key Stage 2			
<ul style="list-style-type: none"> <li>Use a range of materials creatively to design and make products</li> <li>Use drawing, painting and sculpture to develop and share their ideas and imagination</li> <li>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape and space</li> <li>To know of the work of a range of artists, craft makers and designers, describing similarities and differences between disciplines</li> </ul>		<ul style="list-style-type: none"> <li>Create sketchbooks to record observations and use them to review ideas</li> <li>Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials</li> <li>To know about great artists, architects and designers in history.</li> </ul>			
Essential Areas of Learning		End of Year 1 Key Stage 1 N.C. (Cycle 1) Key Stage 1 N.C. (Cycle 2)	End of Year 3 Key Stage 1 N.C. (Cycle 1) Key Stage 2 N.C. (Cycle 2)	End of Year 5 Key Stage 2 N.C. (Cycle 1) Key Stage 2 N.C. (Cycle 2)	End of Year 6 Completed in both cycles
1. To develop ideas		1. Start to record simple media explorations	1. Develop simple ideas from given starting points. 2. Explore ideas and collect visual information. 3. Explore different methods and materials as ideas develop.	1. Develop ideas from starting points throughout the curriculum 2. Collect information, sketches and resources 3. Adapt and refine ideas as they progress 4. Comment on artworks using visual language	1. Develop and imaginatively extend ideas from starting points throughout the curriculum 2. Collect information, sketches and resources and present ideas imaginatively in a sketch book 3. Use the qualities of materials to enhance ideas 4. Comment on artworks with a fluent grasp of visual language 5. Spot the potential in unexpected results as work progresses
To master techniques	2. Painting	1. Apply paint with some control e.g. to make patterns 2. Identify primary colours by name Add white and black to make tones Match tones to objects 3. Experiment with using other objects to paint – rags, sticks, fabrics, sponges, etc. to develop painting with expression	1. Use thick and thin brushes and other tools. Paint neatly and carefully without gaps or messy edges. 2. Mix primary colours to make secondary ones Create colour wheels 3. Create textured paint by adding sand, grit, rice, water, oil. Explore watercolour techniques e.g. bubble wrap, salt Use watercolour paint to produce washes for backgrounds then add detail	1. Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Use paint with sensitivity and control 2. Mix colours effectively. Experiment with creating mood with colour. Mix secondary and tertiary colours to paint with. Use more specific colour language. 3. Try different painting techniques in sketchbooks – label for own future reference.	1. Sketch (lightly) before painting to combine line and colour. Use brush techniques and the qualities (e.g. thickness, colour intensity) of paint to create texture 2. Combine colours, tones and tints to enhance the mood of a piece 3. Use the qualities of watercolour and acrylic paints to create visually interesting pieces 4. Develop a personal style of painting, drawing upon ideas from artists studied

3. Collage	<ol style="list-style-type: none"> <li>1. Use a combination of materials that are cut, torn and glued.</li> <li>2. Mix materials to create texture.</li> </ol>	<ol style="list-style-type: none"> <li>1. Create images from a variety of media, e.g photocopies materials, fabric, crepe paper, magazines etc.</li> <li>2. Arrange and glue materials to different backgrounds.</li> </ol> <p>Sort and group materials for different purposes e.g colour texture.</p> <ol style="list-style-type: none"> <li>3. Fold, crumple, tear and overlap papers. Work on different scales.</li> </ol>	<ol style="list-style-type: none"> <li>1. Select and arrange materials for effect</li> <li>2. Ensure work is precise</li> <li>3. Use coiling, overlapping, tessellation and montage</li> <li>4. Use collage as a means of collecting ideas and information and building a visual vocabulary</li> </ol>	<ol style="list-style-type: none"> <li>1. Add collage to a painted, printed or drawn background</li> <li>2. Combine visual and tactile qualities</li> <li>3. Mix textures (rough and smooth, plain and patterned)</li> <li>4. Use collage as a means of extending work from initial ideas</li> </ol>
4. Sculpture	<ol style="list-style-type: none"> <li>1. Use a combination of shapes.</li> <li>2. Include lines and texture.</li> <li>3. Use rolled up paper, straws, paper, card and clay as materials.</li> </ol>	<ol style="list-style-type: none"> <li>1. Use simple 2D shapes to create a 3D form</li> <li>2. Join clay adequately and construct a simple base for extending and modelling other shapes.</li> <li>3. Use techniques such as rolling, cutting, moulding, carving and kneading</li> </ol>	<ol style="list-style-type: none"> <li>1. Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials)</li> <li>2. Use clay and other mouldable materials</li> <li>3. Add materials to provide interesting detail</li> </ol>	<ol style="list-style-type: none"> <li>1. Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations</li> <li>2. Use tools to carve and add shapes, texture and pattern</li> <li>3. Combine visual and tactile qualities</li> <li>4. Use frameworks (such as wire or moulds) to provide stability and form</li> </ol>
5. Drawing	<ol style="list-style-type: none"> <li>1. Draw marks and shapes from observations</li> <li>2. Match drawings to objects</li> <li>3. Use rubbings to create texture</li> <li>4. Draw on different surfaces with a range of media</li> </ol>	<ol style="list-style-type: none"> <li>1. Draw lines of different sizes and thickness.</li> <li>2. Colour own drawings neatly following the lines.</li> <li>3. Show pattern and texture by adding dots and lines.</li> <li>4. Show different tones by using coloured pencils.</li> </ol>	<ol style="list-style-type: none"> <li>1. Use a range of sketching pencils to show tone and texture</li> <li>2. Annotate sketches to explain and elaborate ideas</li> <li>3. Sketch lightly (no need to use a rubber to correct mistakes)</li> <li>4. Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture.</li> </ol>	<ol style="list-style-type: none"> <li>1. Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight)</li> <li>2. Use a choice of techniques to depict movement, perspective, shadows and reflection</li> <li>3. Choose a style of drawing suitable for the work (e.g. realistic or impressionistic)</li> <li>4. Use lines to represent movement</li> </ol>
6. Print	<ol style="list-style-type: none"> <li>1. Use a range of media e.g. sand, paint, shaving foam</li> <li>2. Roll print link over found objects to create patterns e.g plastic, mesh, stencils.</li> <li>3. Use objects to create prints e.g. toys, sponges</li> <li>4. Take a string for a walk to make a line print</li> </ol>	<ol style="list-style-type: none"> <li>1. Use repeating or overlapping shapes.</li> <li>2. Mimic print from the environment (e.g. wallpapers).</li> <li>3. Make printing blocks (e.g. from coiled string glued to a block)</li> <li>4. Press, roll, rub and stamp to make prints.</li> </ol>	<ol style="list-style-type: none"> <li>1. Use layers of two or more colours</li> <li>2. Replicate patterns observed in natural or built environments</li> <li>3.</li> <li>4. Make precise repeating patterns</li> </ol>	<ol style="list-style-type: none"> <li>1. Build up layers of colours for effect</li> <li>2. Create an accurate pattern, showing fine detail</li> </ol> <p>Use a range of visual elements to reflect the purpose of the work</p>
7. Textiles	<ol style="list-style-type: none"> <li>1. Join materials using glue</li> </ol>	<ol style="list-style-type: none"> <li>1. Use weaving to create a pattern</li> <li>2. Use batik wax resist techniques</li> </ol>	<ol style="list-style-type: none"> <li>1. Use basic cross stitch and back stitch</li> </ol>	<ol style="list-style-type: none"> <li>1. Combine previously learned techniques to create pieces</li> </ol>

8.To take inspiration from the greats	1. Look at examples of work of notable artists, artisans and designers. 2. Use one of the ideas studied to create pieces	1. Describe the work of notable artists, artisans and designers. 2. Use some of the ideas of artists studied to create pieces.	1. Replicate some of the techniques used by notable artists, artisans and designers 2. Create original pieces that are influenced by studies of others	1. 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 2. Create original pieces that show a range of influences and styles
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Impact					
Pupils who have <u>not</u> met the National Curriculum Statements for the cycle objectives <i>taught so far</i> (please reference appropriate objective numbers which have not been met e.g. objective 2.4)		Pupils who have met the National Curriculum Statements for the cycle objectives taught so far		Pupils who consistently work beyond cycle objectives taught so far	
Cycle 1	Cycle 2	Cycle 1	Cycle 2	Cycle 1	Cycle 2