



### What the National curriculum says:

Key Stage 1	Key Stage 2			
<ul> <li>Use experiences and ideas as the inspiration for artwork.</li> <li>Share ideas using drawing, painting and sculpture.</li> <li>Explore a variety of techniques.</li> <li>Learn about the work of a range of artists, artisans and designers.</li> </ul>	<ul> <li>Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.</li> <li>Develop and share ideas in a sketchbook and in finished products.</li> <li>Improve mastery of techniques.</li> <li>Learn about the great artists, architects and designers in history.</li> </ul>			

#### Art and Design Skills

Our skills and milestones document is taken from the Chris Quigley Essentials

- The ability to use visual language skilfully and convincingly (for example, line, shape, pattern, colour, texture, form) to express, emotions, interpret observations, convey insights and accentuate their individuality.
- The ability to communicate fluently in visual and tactile form.
- The ability to draw confidently and adventurously from observation, memory and imagination.
- The ability to explore and invent marks, develop and deconstruct ideas and communicate perceptively and powerfully through purposeful drawing in 2D, 3D or digital media.
- · An impressive knowledge and understanding of other artists, craft makers and designers.
- The ability to think and act like creative practitioners by using their knowledge and understanding to inform, inspire and interpret ideas, observations and feelings.
- Independence, initiative and originality which they can use to develop their creativity.
- The ability to select and use materials, processes and techniques skilfully and inventively to realise intentions and capitalise on the unexpected.
- The ability to reflect on, analyse and critically evaluate their own work and that of others.
- A passion for and a commitment to the subject.





Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	•	To develop	ideas		,
<ul> <li>Respond to ideas and starting points.</li> </ul>	Explore ideas and collect visual information.     Explore different methods and materials as ideas develop.	<ul> <li>Develop ideas from starting points throughout the curriculum.</li> <li>Collect information, sketches and resources.</li> <li>Adapt and refine ideas as they progress.</li> <li>Explore ideas in a variety of ways.</li> <li>Comment on artworks using visual language.</li> </ul>	Develop ideas from starting points throughout the curriculum.     Collect information, sketches and resources.     Adapt and refine ideas as they progress.	Develop and imaginatively extend ideas from starting points throughout the curriculum.     Collect information, sketches and resources and present ideas imaginatively in a sketch book.	Develop and imaginatively extideas from startipoints throughouthe curriculum.     Collect informatisketches and resources and present ideas imaginatively in a sketch book.     Use the qualitie materials to enhald ideas.     Spot the potent in unexpected resas work progress.     Comment on artworks with a fluent grasp of vilanguage.





# To master techniques

Painting	<ul> <li>Use thick and thin brushes.</li> <li>Mix primary colours to make secondary.</li> <li>Create colour wheels.</li> </ul>	Use thick and thin brushes.     Add white to colours to make tints and black to colours to make tones.	Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.     Mix colours effectively.     Use watercolour paint to produce washes for backgrounds then add detail.	Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.     Mix colours effectively.     Use watercolour paint to produce washes for backgrounds then add detail.     Experiment with creating mood with colour.	Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture.	<ul> <li>Sketch (lightly)</li> <li>before painting to combine line and colour.</li> <li>Use the qualities of watercolour and acrylic paints to create visually interesting pieces.</li> <li>Combine colours, tones and tints to enhance the mood of a piece.</li> <li>Use brush techniques and the qualities of paint to create texture.</li> <li>Develop a personal style of painting, drawing upon ideas from other artists.</li> </ul>
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Collage	<ul> <li>Use a combination of materials that are cut, torn and glued.</li> <li>Sort and arrange materials.</li> </ul>	<ul> <li>Use a combination of materials that are cut, torn and glued.</li> <li>Sort and arrange materials.</li> <li>Mix materials to create texture.</li> </ul>	<ul> <li>Select and arrange materials for a striking effect.</li> <li>Use coiling, overlapping, tessellation, mosaic and montage.</li> </ul>	<ul> <li>Select and arrange materials for a striking effect.</li> <li>Ensure work is precise.</li> <li>Use coiling, overlapping, tessellation, mosaic and montage.</li> </ul>	<ul> <li>Mix textures (rough and smooth, plain and patterned).</li> <li>Combine visual and tactile qualities.</li> </ul>	<ul> <li>Mix textures (rough and smooth, plain and patterned).</li> <li>Combine visual and tactile qualities.</li> <li>Use ceramic mosaic materials and techniques.</li> </ul>
Sculpture	<ul> <li>Use a combination of shapes.</li> <li>Include lines and texture.</li> <li>Use rolled up paper, straws, paper, card and clay as materials.</li> </ul>	<ul> <li>Use a combination of shapes.</li> <li>Use techniques such as rolling, cutting, moulding and carving.</li> </ul>	<ul> <li>Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).</li> <li>Use clay and other mouldable materials.</li> </ul>	<ul> <li>Include texture that conveys feelings, expression or movement.</li> <li>Add materials to provide interesting detail.</li> </ul>	<ul> <li>Use tools to carve and add shapes, texture and pattern.</li> <li>Combine visual and tactile qualities.</li> </ul>	<ul> <li>Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.</li> <li>Combine visual and tactile qualities.</li> <li>Use frameworks (such as wire or moulds) to provide stability and form.</li> </ul>





	• Draw lines of .	• Draw lines of	· Use different	· Use different	• Use a variety of	• Use a choice of
	different sizes	different sizes	hardnesses of	hardnesses of	techniques to add	techniques to depict
	and thickness.	and thickness.	pencils to show line,	pencils to show	interesting effects	movement,
	· Colour (own	· Show pattern	tone and texture.	line, tone and	(e.g. reflections,	perspective, shadows
	work) neatly	and texture by	· Annotate	texture.	shadows, direction of	and reflection.
	following the	adding dots and	sketches to explain	· Annotate	sunlight).	· Use lines to
	lines.	lines.	and elaborate	sketches to	• Choose a style of	represent movement
වි	· Show pattern	• Show	ideas.	explain and	drawing suitable for	Topi esem movemen
Drawing	and texture by	different tones	• Sketch lightly (no	elaborate ideas.	the work (e.g.	
ב	adding dots and	by using	need to use a	Sketch lightly	realistic or	
	lines.	coloured	rubber to correct	(no need to use a	impressionistic).	
	inies.	pencils.	mistakes).	rubber to correct	mpi essionis ric).	
		penens.	<ul> <li>Use shading to</li> </ul>	mistakes).		
			show light and	<ul> <li>Use hatching and</li> </ul>		
			shadow.	cross hatching to		
			Shadow.	show tone and		
				texture.		
	· Use repeating or	Mimic print	· Use layers of two or	Replicate	· Build up layers of	· Use a range of
	overlapping shapes.	from the	more colours.	patterns observed	colours.	visual elements to
	· Use objects to create	environment (e.g.	Replicate patterns	in natural or built	• Create an accurate	reflect the purpose
_	prints (e.g. fruit,	wallpapers).	observed in natural or	environments.	pattern, showing fine	of the work.
Print	vegetables or sponges).	• Press, roll, rub	built environments.	Make precise	detail.	of me work.
4	• Press, roll, rub and	and stamp to	Make printing blocks	repeating	3573	
	stamp to make prints.	make prints.	(e.g. from coiled	patterns.		
			string glued to a			
			block).			
	• Use weaving to create a	• Use plaiting.	Shape and stitch	· Colour fabric.	· Choose from a range	• Show precision in
S	pattern.	• Use dip dye	materials.	• Quilt, pad and	of stitching	techniques.
ᄩ	<ul> <li>Join materials using glue</li> </ul>	techniques.	<ul> <li>Use basic cross</li> </ul>	gather fabric.	techniques.	<ul> <li>Combine previously</li> </ul>
Textiles	and/or a stitch.		stitch and back			learned techniques to
F			stitch.			create pieces.
			<ul> <li>Create weavings.</li> </ul>			





Digital Media	Use a wide range of tools to create different textures, lines, tones, colours and shapes.	<ul> <li>Use a wide range of tools to create different textures, lines, tones, colours and shapes.</li> </ul>	• Create images, video and sound recordings and explain why they were created.	Create images, video and sound recordings and explain why they were created.	<ul> <li>Enhance digital media by editing (including sound, video, animation, still images and installations).</li> </ul>	<ul> <li>Enhance digital media by editing (including sound, video, animation, still images and installations).</li> </ul>
To take inspiration from the greats (classic and modern)	pieces.	<ul> <li>Describe the work of notable artists, artisans and designers.</li> <li>Use some of the ideas of artists studied to create pieces.</li> </ul>	<ul> <li>Replicate some of the techniques used by notable artists, artisans and designers.</li> <li>Create original pieces that are influenced by studies of others.</li> </ul>	<ul> <li>Replicate some of the techniques used by notable artists, artisans and designers.</li> <li>Create original pieces that are influenced by studies of others.</li> </ul>	<ul> <li>Give details (including own sketches) about the style of some notable artists, artisans and designers.</li> <li>Create original pieces that show a range of influences and styles.</li> </ul>	<ul> <li>Show how the work of those studied was influential in both society and to other artists.</li> <li>Create original pieces that show a range of influences and styles.</li> </ul>