| Subject | Autumn 1 Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer |
| :---: | :---: | :---: | :---: | :---: | :---: |
| EYFS <br> Objectives <br> ELG | - Exploring Media and Materials- to safely use a variety of materials, tools and techniques, experimenting with design, texture, form and function. <br> - Being imaginative- to use what they have learned about media and materials in original way, thinking about uses and purposes. |  |  |  |  |
| EYFS skills EExAT | - Use simple tools and techniques competently and appropriately to create something new. <br> - Select appropriate resources. <br> - Adapts work when necessary to create and change a piece of art. |  |  |  |  |
| Reception | Free flow provision <br> Children have continuous access and support in drawing, painting and sculpture during free flow (daily) <br> - Use simple tools and techniques competently and appropriately to create something new. <br> - Select appropriate resources. <br> - Adapts work when necessary to create and change a piece of art. | Free flow provision <br> Children have continuous access and support in drawing, painting and sculpture during free flow <br> (daily) <br> - Use simple tools and techniques competently and appropriately to create something new. <br> - Select appropriate resources. <br> - Adapts work when necessary to create and change a piece of art. |  | Free flow provision <br> Children have continuous access and support in drawing, painting and sculpture during free flow <br> (daily) <br> - Use simple tools and techniques competently and appropriately to create something new. <br> - Select appropriate resources. <br> - Adapts work when necessary to create and change a piece of art. |  |
| KS1 NC Objectives | - to use a range of materials creatively to design and make <br> - to use drawing, painting and sculpture to develop and sh <br> - to develop a wide range of art and design techniques in $u$ <br> - to know about the work of a range of artists, craft maker making links to their own work <br> - Use some of the ideas from an artist to create pieces <br> - Respond to ideas <br> - Explore different methods and materials <br> - Describe the work of notable artists and designers <br> - Use objects to create prints. <br> - Press, roll, rub and stamp to make prints. <br> - Mix primary colours to make secondary colours. <br> - Add white to colours to make tints and black to make tones. <br> - Use thick and thin brushes <br> - Colour own work neatly, following the lines. <br> - Use a combination of materials that can be cut, torn and glued. <br> - Use techniques such as rolling, cutting, moulding and carving. <br> - Join materials using glue <br> - Use a combination of shapes | cts <br> ir ideas, experien lour, pattern, te lesigners, describ | tion , form and spac es and similariti | tween different | ciplines, and |
| Year 1 Skills |  |  |  |  |  |

## Painting

* Use some of the ideas from an artist to create pieces
* to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
* to use a range of materials creatively to design products
* to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- Use a combination of shapes
- Colour own work neatly, following the lines.

Use some of the ideas from an artist to create pieces

- Respond to ideas
- Explore different methods and materials
- Describe the work of notable artists and designers
- Create colour wheels
- Mix materials to create texture.
- Sort and arrange materials
- Use repeating or overlapping shapes
- Explore ideas and collect visual information.
- Use a wide range of tools to create different textures, lines, tones, colours and shapes.
- Show pattern and texture by adding dots and lines
- Show different tones by using coloured pencils.
- Draw lines of different sizes and thickness
- Include lines and texture


## Drawing

* to develop a wide range of art and design techniques in usins colour, pattern, texture, line, shape, form and space
* to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- Use some of the ideas from an artist to create pieces
- Show pattern and texture by adding dots and lines.
- Show different tones by using coloured pencils.
* to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
* to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
* to know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work
- Use some of the ideas from an artist to create pieces
- Describe the work of notable artists and designers
- Mix primary colours to make secondary colours.
- Add white to colours to make tints and black to make tones
- Use thick and thin brushes


## Collage, printing and sculpture

* to use a range of materials creatively to design and make products
* to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- Use objects to create prints.
- Press, roll, rub and stamp to make prints.
- Use a combination of materials that can be cut, torn and glued.
- Use techniques such as rolling, cutting, moulding and carving.
- Join materials using glue
- Use a combination of shapes
- Respond to ideas
- Explore different methods and materials


## Painting

- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different


## Collage and Sculpture

to use a range of materials creatively to design and make products

* to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
* to use a range of materials creatively to design products
- Draw lines of different sizes and thickness.
- Include lines and texture
practices and disciplines, and making links to
their own work
- Create colour wheels.
- Describe the work of notable artists and designers
- Explore ideas and collect visual information.
- Respond to ideas
- Mix materials to create texture.
- Sort and arrange materials
- Use repeating or overlapping shapes
- Use a wide range of tools to create different textures, lines, tones, colours and shapes
- Explore different methods and materials

|  | Autumn $1 \quad$ Autumn 2 | Spring $1 \quad$ Spring 2 | Summer 1 | Summer |
| :---: | :---: | :---: | :---: | :---: |
| LKS2 NC Objectives | - to create sketch books to record their observations and use them to review and revisit ideas <br> - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] <br> - learn about great artists, architects and designers in history. |  |  |  |
| Year 3 skills | - Collect information, sketches and resources <br> - Adapt and refine ideas as they progress <br> - Replicate some of the techniques used by notable artists, artisans and <br> - Create original pieces that are influenced by studies of others <br> - Develop ideas from starting points throughout the curriculum <br> - Explore ideas in a variety of ways <br> - Comment on artworks using visual language <br> - Use different hardnesses of pencils to show line, tone and texture. <br> - Annotate sketches to explain and elaborate ideas. <br> - Sketch lightly (no need to use a rubber to correct mistakes <br> - Mix colours effectively. <br> - Add materials to provide interesting detail. <br> - Use hatching and cross hatching to show tone and texture. <br> - Use a number of brush techniques using thick and thin brushes to pro | signers <br> e shapes, textures, patterns and lines. |  |  |
| Year 3 | Drawing <br> * Learn about great artists, architects and designers in history. <br> * to create sketch books to record their observations and use them to review and revisit ideas <br> - Collect information, sketches and resources <br> - Adapt and refine ideas as they progress | Painting <br> * to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] <br> - Mix colours effectively. | $\begin{array}{cc}  & \text { Sc } \\ * & \text { to } \\ & \text { obs } \\ & \text { and } \\ * & \text { to } \\ & \text { des } \\ & \text { pai } \\ \hline \end{array}$ | rials <br> ks to record their them to review <br> tery of art and cluding drawing, with a range of |

Replicate some of the techniques used by notable artists, artisans and designers

- Create original pieces that are influenced by studies of others
- Sketch lightly (no need to use a rubber to correct mistakes
- Comment on artworks using visual language
- Use different hardnesses of pencils to show line, tone and texture
- Use hatching and cross hatching to show tone and texture.
materials [for example, pencil, charcoal, paint, clay]
* Learn about great artists, architects and designers in history.
- Annotate sketches to explain and elaborate ideas
- Develop ideas from starting points throughout the curriculum
- Explore ideas in a variety of ways
- Add materials to provide interesting detail.

Year 4

- Use coiling, overlapping, tessellation, mosaic and montage. Include texture that conveys feelings, expression or movement.
- Use watercolour paint to produce washes for backgrounds then add detail.
- Experiment with creating mood with colour.
- Ensure work is precise
- Collect information, sketches and resources
- Adapt and refine ideas as they progress
- learn about great artists, architects and designers in history
- Replicate some of the techniques used by notable artists, artisans and designers Create original pieces that are influenced by studies of others


## Drawing

* Learn about great artists, architects and designers in history.
* to create sketch books to record their observations and use them to review and revisit ideas
- Collect information, sketches and resources
- Adapt and refine ideas as they progress
- learn about great artists, architects and designers in history
- Replicate some of the techniques used by notable artists, artisans and designers
- Create original pieces that are influenced by studies of others


## Painting

* to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- Use watercolour paint to produce washes for backgrounds then add detail.
- Experiment with creating mood with colour.
- Ensure work is precise
- 


## Sculpture and mosaic

* to create sketch books to record their observations and use them to review and revisit ideas
* to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
* Learn about great artists, architects and designers in history.
- Use coiling, overlapping, tessellation, mosaic and montage. Include texture that conveys feelings, expression or movement.

| Subject | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| UK2 NC | - to create sketch books to record their observations and use them to review and revisit ideas <br> Objectives | - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] <br> - Learn about great artists, architects and designers in history. |  |  |  |

Build up layers of colours

- Combine visual and tactile qualities.
- Sketch (lightly) before painting to combine line and colour
- Use a choice of techniques to depict movement, perspective, shadows and reflection.
- Use lines to represent movement
- Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).
- Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).
- Give details (including own sketches) about the style of some notable artists, artisans and designers..
- Use the qualities of watercolour and acrylic paints to create visually interesting pieces.
- Combine colours, tones and tints to enhance the mood of a piece
- Use brush techniques and the qualities of paint to create texture.


## Drawing

* to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay
* to create sketch books to record their observations and use them to review and revisit ideas
- Sketch (lightly) before painting to combine line and colour.
- Choose a style of drawing suitable for the work (e.g.
- Develop a personal style of painting, drawing upon ideas from other artists.
- Comment on artworks with a fluent grasp of visual language
- Create original pieces that show a range of influences and styles.
- Show how the work of those studied was influential in both society and to other artists
- Combine visual and tactile qualities.


## Painting

* to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- Build up layers of colours.
- Use a choice of techniques to depict movement, perspective, shadows and reflection.
- Give details (including own sketches) about the style of some notable artists, artisans and designers.
- Use the qualities of watercolour and acrylic paints to create visually interesting pieces.
- Combine colours, tones and tints to enhance the mood of a piece.
- Use brush techniques and the qualities of paint to create texture


## Sculpture and textile

* to create sketch books to record their observations and use them to review and revisit ideas
* to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
* Learn about great artists, architects and designers in history.
- Combine visual and tactile qualities.
- Use ceramic mosaic materials and techniques. Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.
- Use frameworks (such as wire or moulds) to provide stability and form.
- Mix textures (rough and smooth, plain and patterned).
- Show precision in techniques.


## Drawing

* Learn about great artists, architects and designers in history.


## Painting

* to improve their mastery of art and design techniques, including drawing, painting and


## Sculpture, mosaic and ceramics

* to improve their mastery of art and design techniques, including drawing, painting and
* to create sketch books to record their observations and use them to review and revisit ideas
- Develop a personal style of painting, drawing upon ideas from other artists.
- Comment on artworks with a fluent grasp of visual language.
- Create original pieces that show a range of influences and styles.
- Show precision in techniques
sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
* to create sketch books to record their observations and use them to review and revisit ideas
- Develop a personal style of painting, drawing upon ideas from other artists.
- Create original pieces that show a range of influences and styles.
- Show how the work of those studied was influential in both society and to other artists.
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* Learn about great artists, architects and designers in history
- Use ceramic mosaic materials and techniques. Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.
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- Mix textures (rough and smooth, plain and patterned).

