## Art Curriculum Overview

| Area of Study | Year $1 \quad$ Year 2 | Year $3 \quad$ Year 4 | Year 5 | Year 6 |
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|  | National Curriculum <br> Pupils should be taught: <br> To use a range of materials creatively to design and make products. <br> 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. <br> 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. | National Curriculum <br> Pupils should be taught: <br> To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. <br> To create sketch books to record their observations and use them to review and revisit ideas. <br> 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> About great artists, architects and designers in history. |  |  |
| Creating Ideas | - Work with different materials and try different methods to improve. <br> - Begin to think which materials best suit the task. <br> - Use imagination to form simple images from given starting points or a description. <br> - Work from observation and known objects. | - Experiment with a wider range of materials. <br> - Develop artistic/visual vocabulary to discuss work. <br> - Begin to suggest improvements to own work and respond positively to suggestions. <br> - Present work in a variety of ways. <br> - Develop sketch books. <br> - Use a variety of ways to record ideas including digital cameras and iPads. | - Begin to explore possibilities, using and combining different styles and techniques. <br> - Select and develop ideas confidently, using suitable materials confidently. <br> - Select own images and starting points for work. <br> - Develop artistic/visual vocabulary when talking about own work and that of others. <br> - Improve quality of sketchbook with mixed media work and annotations. |  |
| Drawing | - Use images and symbols to name and describe feelings and ideas. <br> - Represent familiar objects as a 'schema' (diagram) by combining shapes. <br> - Draw confidently from imagination. <br> - Add detail to artwork. <br> - Observe and record the shapes, patterns and textures found in objects. <br> - Work in a combined schematic and observational way with confidence in placing objects. | - Represent objects with correct proportions. <br> - Observe how shape, colour and tone can be used to describe form. <br> - Use observational drawings as opening studies for more developed work. <br> - Use line, tone and texture to represent objects in three dimensions. <br> - Use tools, such as viewing frames, effectively. | - Depict shadows and reflections using light and shade. <br> - Combine different pressures and shading techniques. <br> - Develop a personal style. <br> - Choose appropriate techniques to convey meaning or atmosphere. |  |


|  | - Use drawing as the starting point for work in other media as well as in its own right. | - Use drawing as part of the investigation process and presenting work well in a sketchbook. |  |
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| Painting | - Explore the tactile and visual qualities of a paintbrush. <br> - Combine materials and tools and enjoy finding out how to achieve different effects. <br> - Mix paints from a limited range. <br> - Show control in the use of colour. <br> - Understand that paint is used in different ways for different effects. <br> - With guidance, add detail to work. | - Work in stages using different materials for particular effects. <br> - Make some independent decisions about colour. <br> - Begin to understand and identify complementary colours and warm and cool colours. <br> - Control brushes and materials with confidence. <br> - Adopt a systematic approach when mixing and applying colour. | - Include texture gained through paint mix or brush technique. <br> - Show how well developed control is used to achieve effects. <br> - Mix appropriate colours to create a suitable colour palette that conveys mood and atmosphere. <br> - Speak about the emotional impact of colour. <br> - Use a good vocabulary of art terms related to colour concepts such as opacity and transparency. |
| Sculpture | - Explore materials. <br> - Join simple objects together. <br> - Use a range of modelling materials squeezing, pinching and rolling to make objects. <br> - Add colour, pattern and texture to objects <br> - Show sufficient control to join and manipulate materials for the purpose intended. | - Take part in extended activities through different stages. <br> - Work independently with a wider range of materials. <br> - Work with more independence when selecting materials and tools. <br> - Use familiar materials but with an increased sensitivity and control. | - Portraiture work has a life like quality gained by choosing and applying the most appropriate techniques. <br> - Make models on a range of scales that communicate observations from the real or natural world. <br> - Produce sculptures that are well proportioned. <br> - Use more advanced materials like wire and plaster. |
| Materials and Textiles | - Sort, match and name different materials. <br> - Explore materials to see how they are made. <br> - Use joining processes such as tying and gluing. <br> - Weave on simple frames for different effects. <br> - Use paints, dyes, crayons and other media to make individual and group designs on textiles. <br> - Join, position and manipulate materials with some independence. | - Develop more control over the making process. <br> - Collect materials and ideas for work and experiment with materials before using them. <br> - Use more advanced printing and dyeing techniques, combining different processes. | - Display greater precision in work. <br> - Combine a range of sewing printing, dyeing and joining techniques to good effect. <br> - Follow a clear design brief to achieve an effect in techniques such as sewing (cross stitch \& backstitch) appliqué, embroidery, plaiting and finger knitting. |
| Printing | - Use objects and basic tools and equipment to make patterns and images. | - Approach work in stages to use simple processes to make more complex designs. | - Choosing the appropriate materials on which to print to suit the purpose. |


|  | - Work with a range of processes, controlling materials and tools <br> - Use printing to illustrate and explore ideas, commenting on what is done. | - Develop work from initial studies and investigations. <br> - Understand how printing differs from other art processes and how it is used in different cultures. <br> - Use a number of colours built up in a sequence. <br> - Use precise repeating patterns by creating accurate printing blocks. | - Using drawings and designs to bring fine detail into my work. <br> - Combining printing techniques within one piece of work to create impact and effect. |
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| Collage | - Use cut and torn papers and other materials to make simple patterns and images. <br> - Recognise that materials look and feel different, choosing the most suitable materials for an effect. <br> - Mix paper and other materials with different textures and appearances. | - Use collage to explore wider art themes. <br> - Return to work using a range of techniques to develop the final image. <br> - Experiment with techniques that use contrasting textures, colours or patterns. (rough/smooth, light/dark, plain/patterned) | - Choose the most appropriate materials to fit the purpose. <br> - Convey a definite theme that is apparent to any viewer. <br> - Experiment with ceramic mosaic techniques to produce a piece of art. |
| Knowledge About Artists | Years 1 and 2 will explore the work of: <br> Andy Goldsworthy (Yr. 1) <br> Claude Monet (Yr. 2) | Years 3 and 4 will explore the work of: | Years 5 and 6 will explore the work of: <br> Sophie Knight (Yr. 5) <br> Alberto Giacometti (Yr. 5) <br> Romero Britto (Yr. 5) <br> Frank Stella (Yr. 5) |
| Key Vocabulary | Colour, primary, secondary, mix, shade, lighter / darker, tone, design, shape, pattern, brush-stroke, observe, print, dab, model, craft, blend, attach, strengthen, texture, weave. | As for KS1 plus: <br> Primary, secondary, tertiary, complementary, blend, style, design, observe, perspective, construct, model, sculpt, structure, create, compose, layer, palette, illustrate, focus, landscape, portrait. | As for Years 3 and 4 plus: <br> Project, shadow, effective, composition, statement, prototype, mood board, display, illustration, focal point, limited palette, opacity, transparency, portraiture, abstract, |

