

Art and Design Key Stage 1

	Year 1	Year 2
Develop Ideas	Respond to ideas from given starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop:- drawing/painting/sculpture	Respond to ideas and starting points. Explore ideas and collect visual information in a sketchbook. Explore different methods and materials as ideas develop.:- Print/textiles/collage
<p>Master Techniques</p> 	<p><b>Drawing</b> Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils.</p> <p><b>Painting</b> Use thick and thin brushes. Mix primary colours to make secondary. Create colour wheel. Create tonal chart. Create colour wheels.</p> <p><b>Sculpture</b> Use a combination of shapes. Include lines and texture. Use techniques such as rolling, cutting, moulding and carving.</p>	<p><b>Print</b> Use repeating or overlapping shapes. Mimic print from the environment (e.g. wallpapers). Use objects to create prints (e.g. fruit, vegetables or sponges). Use wooden blocks of varying shapes and sizes to print patterns using paint Press, roll, rub and stamp to make prints.</p> <p><b>Textiles</b> Use weaving to create a pattern. Use plaiting. Join materials using glue/stitches Use dip dye techniques. Progress to dip dyeing larger pieces of fabric to create an overall effect. Discuss and evaluate the finished piece.</p> <p><b>Collage</b> Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture.</p>
Take Inspiration from the greats	Describe the work of notable artists, artisans and designers. Make links to some of the ideas of artists studied to create piece and their own work.	Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create individual pieces

## Art and Design Key Stage 2

	Year 3	Year 4	Year 5	Year 6
<b>Develop Ideas</b>	<p>Begin to develop ideas from starting points throughout the curriculum.</p> <p>Explore different pieces of work/ artists examples.</p> <p>Begin to collect information, sketches and resources.</p> <p>Begin to adapt and refine ideas as they progress.</p> <p>Begin to explore ideas in a variety of ways.</p> <p>Begin to comment on artworks using visual language.</p> <p>Use art vocabulary to explore artists.</p>	<p>Develop ideas from starting points throughout the curriculum.</p> <p>Collect information, sketches and resources.</p> <p>Adapt and refine ideas as they progress.</p> <p>Explore ideas in a variety of ways.</p> <p>Comment on artworks using visual language.</p>	<p>Develop and imaginatively extend ideas from given starting points throughout the curriculum.</p> <p>Collect information, sketches and resources and present ideas imaginatively in a sketchbook.</p> <p>Use the qualities of materials to enhance ideas.</p> <p>Spot the potential in unexpected results as work progresses.</p> <p>Comment on artworks with a fluent grasp of visual language.</p>	<p>Develop and imaginatively extend ideas from starting points throughout the curriculum.</p> <p>Collect information, sketches and resources and present ideas imaginatively in a sketchbook.</p> <p>Use the qualities of materials to enhance ideas.</p> <p>Spot the potential in unexpected results as work progresses and adapt as required.</p> <p>Comment on artworks with a fluent grasp of visual and artistic language.</p>
<b>Master Techniques</b>	<p><b>Drawing</b></p> <p>Use different hardness of pencils to show line, tone and texture.</p> <p>Annotate sketches to explain and elaborate ideas.</p> <p>Sketch lightly (no need to use a rubber to correct mistakes).</p> <p>Use shading to show light and shadow.</p> <p>Use hatching and cross hatching to show tone and texture.</p> <p><b>Painting</b></p> <p>Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.</p> <p>Mix colours effectively.</p> <p>Use watercolour paint to produce washes for backgrounds then add detail.</p> <p>Experiment with creating mood with colour.</p>	<p><b>Print</b></p> <p>Use layers of two or more colours.</p> <p>Replicate patterns observed in natural or built environments.</p> <p>Make printing blocks (e.g. from coiled string glued to a block).</p> <p>Use card and string to create printing blocks forming a particular shape.</p> <p>Make precise repeating patterns.</p> <p><b>Textiles</b></p> <p>Shape and stitch materials.</p> <p>Use basic cross stitch and back stitch.</p> <p>Colour fabric.</p> <p>Create weavings.</p> <p>Quilt, pad and gather fabric.</p> <p><b>Collage</b></p> <p>Select and arrange materials for a striking effect.</p> <p>Ensure work is precise.</p>	<p><b>Drawing</b></p> <p>Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).</p> <p>Use a choice of techniques to depict movement, perspective, shadows and reflection.</p> <p>Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</p> <p><b>Painting</b></p> <p>Sketch (lightly) before painting to combine line and colour.</p> <p>Create a colour palette based upon colours observed in the natural or built world.</p> <p>Use the qualities of watercolour and acrylic paints to create visually interesting pieces.</p>	<p><b>Print</b></p> <p>Build up layers of colour.</p> <p>Create an accurate pattern, showing fine detail.</p> <p>Use a range of visual elements to reflect the purpose of the work.</p> <p><b>Textiles</b></p> <p>Show precision in techniques.</p> <p>Choose from a range of stitching techniques</p> <p>Combine previously learned techniques to create pieces.</p> <p><b>Collage</b></p> <p>Mix textures (rough and smooth, plain and patterned).</p> <p>Combine visual and tactile qualities.</p> <p>Use ceramic mosaic materials and techniques.</p>

	<p><b>Sculpture-</b>          Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).          Include texture that conveys feelings, expression or movement.          Use clay and other mouldable materials.</p>	<p>Use coiling, overlapping, tessellation, mosaic and montage.</p>	<p>Combine colours, tones and tints to enhance the mood of a piece.          Use brush techniques and the qualities of paint to create texture.          Develop a personal style of painting, drawing upon ideas from other artists.</p> <p><b>Sculpture</b>          Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.          Use tools to carve and add shapes, texture and pattern.          Combine visual and tactile qualities.          Use frameworks (such as wire or moulds) to provide stability and form.</p>	
<p><b>Take Inspiration from the greats</b></p>	<p>Replicate some of the techniques used by notable artists, artisans and designers.          Create original pieces that are influenced by studies of others.          Explore techniques          Refine techniques          Choose preferences and create own art work and replicate features of the art work.</p>	<p>Replicate some of the techniques used by notable artists, artisans and designers.          Create original pieces that are influenced by studies of others          Choose preferences and create own art work and replicate features of the art work.</p>	<p>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.          Create original pieces that show a range of influences and styles.</p>	<p>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.          Create original pieces that show a range of influences and styles.</p>



