**Skills Key: Drawing Painting Printing 3D Collage Use of IT Artist Sketchbook and Knowledge**

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| **Year/ Term**  | **Terms 1 and 2** | **Terms 3 and 4** | **Terms 5 and 6** |
| **Nursery** | Use a variety of materials for pattern making and printingUse clay. Make decorations | Focus on mixing colours and using colour for a purposeFocus on pattern making | Focus on adding detail to drawings. Use people, flowers, plants, shells etcFocus on texture and combining media. Collect wool and other collage materials from farm |
| **Reception** | Painting and drawingExploring colours through autumn activitiesCreating texture with leavesCollaborative collage Mixed media firework pictures | Painting-colour mixing. Collaborative displayExperimenting with different media. Collaborative mixed media pieces | 3D art – dinosaurs/settings |
| **Year 1** | *Painting* **National Curriculum:***Pupils should be taught*:* To use a range of materials creatively to design and make products
* 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.
* To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
* To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

**Artist Focus: Yayoi Kusama****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, Yayoi Kusama (artist, art and techniques)
* Edit their own work in their sketchbook through discussions and labels
* Know how to verbally record, and annotate skills, ideas and art using a sketch book.
* Create a piece of work in response to another artist’s work

**Drawing**Knowledge:* Create a variety of lines.
* Know that neat colouring fills all the space
* Know the benefits of different mediums.
* Know different ways of making lines and marks.

Skills:* Add form to pictures e.g. body.
* Add features into pictures.
* Experiment with a range of mediums.
* Use drawing to convey an idea or memory. Experiment with a range of media: pencils, crayons, pastels, charcoal, chalks.
* Colour within the lines without any white
* Use a pencil to draw and other media to colour.
* Use imagination and memory to draw.

Painting  Knowledge:* Name primary colours and place them on a colour wheel.
* Name and create secondary colours and place them on a colour wheel.
* Create, and use, textured paint.
* Identify the correct brush.

Skills* Select, and use, appropriate equipment.
* Identify where colours should match.
 | **How does nature inspire our Art?** **National Curriculum:***Pupils should be taught*:* To use a range of materials creatively to design and make products
* 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.
* To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

**Artist Focus: Andy Goldsworthy****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, Andy Goldsworthy (artist, art and techniques)
* Edit their own work in their sketchbook
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Create a piece of work in response to another artist’s work

**3D** **Knowledge*** Know that sculptures can involve a range of materials
* Know that materials and be manipulated in different ways
* Know that the surface of a material can be changed

**Skills*** Explore sculpture with a range of natural materials e.g. leaves, stones, feathers, shells.
* Experiment with constructing and joining recycled, natural and manmade materials.
* Manipulate malleable materials in a variety of ways including rolling, pinching, kneading and shaping.
* Manipulate malleable materials e.g. salt dough, play dough, plasticine, clay for a purpose e.g. create a tile, simple pot, animal.

**Drawing**Knowledge:* Know how to create a variety of lines.
* Know how to correctly hold a pencil

Skills:* Add form to pictures e.g. body.
* Add features into pictures.
* Draw different people, places and things
* Experiment with a range of mediums.
* Use drawing to convey an idea or memory.
* Use imagination and memory to draw.
* Use a pencil to draw and other media to colour.

*Link: Natural or Man-Made?* | *Collage***National Curriculum:***Pupils should be taught*:* To use a range of materials creatively to design and make products
* 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.
* To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

**Artist Focus: Henri Matisse and Kate Cuthbert** **Knowledge and skills:****Sketchbook and Knowledge*** Know about the artists, Henri Matisse and Kate Cuthbert (artist, art and techniques)
* Edit their own work in their sketchbook
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Create a piece of work in response to another artist’s work

Collage:**Knowledge:*** Know that collage is a piece of art produced by sticking various materials onto a backing
* Know how to use scissors to cut out different lines and shapes.
* Know how to arrange and glue materials.
* Know how to fold, crumple, tear and overlap paper and other materials.

Skills: * Create images from a variety of media e.g. Magazines, fabric, crepe paper.
* Sort, group and name materials by properties e.g. colour and textures.
* Create and arrange shapes in different materials.
* Select and use textured paper for an image.

DrawingKnowledge:* Create a variety of lines.
* Know the benefits of different mediums.
* Know different ways of making lines and marks.

Skills:* Add form to pictures e.g. body.
* Add features into pictures.
* Name, match and draw different types of lines.
* Observe and draw shapes from observation.
* Use imagination and memory to draw.

**Use of IT**Knowledge* Create a picture independently using an IT programme
* Know how to use an effect within an IT package

Skills:* Use colours and texture by using simple filters.
* Use basic selection and cropping tools.
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| **Year 2** | **How can we create a picture without a pencil?****National Curriculum:***Pupils should be taught*:* 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
* 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.

**Artist Focus: Jesse Treece** **Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, Jess Treece (artist, art and techniques)
* Edit their own work in their sketchbook
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Set out their ideas, using ‘annotation’ in their sketch books
* Create a piece of work in response to another artist’s work

Collage – Creating a 3D Collage **Knowledge:*** Know how to sort, group and name materials by their properties.
* Know how to use scissors to cut out different lines and shapes.
* Know how to arrange and glue materials to create an image or pattern
* Know how to fold, crumple, tear and overlap paper and other materials to create an image.

Skills:* Create images from a variety of media e.g. Magazines, fabric, crepe paper.
* Sort, group and name materials by properties e.g. colour and textures.
* Create and arrange shapes in different materials.
* Select and use textured paper for an image.
* Arrange and glue materials to form a background.

3D – Creating 3D junk modelling collageKnowledge:* Know that sculptures can involve a range of materials
* Know that materials and be manipulated in different ways
* Know that the surface of a material can be changed

**Skills*** Explore sculpture with a range of materials
* Experiment with constructing and joining materials.

**Use of IT**Knowledge* Change their photographic images on the computer
* Know how to use different effects within an IT package

Skills:* Use a simple graphics package to create images and effects with lines by changing the size of brushes in response to ideas.
* Use eraser, shape, crop and fill tools.

**Drawing****Knowledge:*** Recognise shapes in objects.
* Apply different pressure to sketch.
* Create a variety of lines
* Begin to know how to draw from observation.
* Know that different mediums create different effects and have different properties

**Skills:*** Draw a selection of different people, places and things using shape guides.
* Begin to select the correct medium for the intended purpose.
* Draw everyday objects from observation.
* Start to recognise shapes in everyday objects

What do you put on your Christmas tree? 3D – Making Victorian Christmas Decorations with salt dough and paint Knowledge:* Add texture by using tools
* Make different kinds of shapes
* Cut, roll and coil materials such as clay, dough or plasticine

Skills * Manipulate malleable materials in a variety of ways including rolling, pinching, kneading and shaping.
* Manipulate malleable materials e.g. salt dough, play dough, plasticine, clay for a purpose e.g. create a tile, simple pot, animal.

**Painting – Colour mixing to decorate salt dough** **Knowledge:*** Name, and create tertiary and neutral colours and place them on a colour wheel.
* Identify complementary colours on the colour wheel.
* Know how to create different texture paints and their effects.
* Know how to work on different scales.

**Skills:*** Use a range of paints correctly e.g. watercolours, powder etc.
* Use outlines to paint
* Select and use different brushes to explore and make marks of different thicknesses..
 | **How far can my eyes see?** **National Curriculum:***Pupils should be taught*:* To use a range of materials creatively to design and make products
* 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.
* To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

**Artist Focus: Salvador Dali (Forgotten Horizon)****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, Salvador Dali (artist, art and techniques)
* Edit their own work in their sketchbook
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Set out their ideas, using ‘annotation’ in their sketch books
* Create a piece of work in response to another artist’s work
* Demonstrate ideas through photographs or drawings in their sketchbooks
* Work in a sustained and independent way to create drawings

**Drawing****Knowledge:*** Recognise shapes in objects.
* Apply different pressure and mediums to create a drawing.
* Create a variety of lines
* Begin to know how to draw from observation.
* Know that different mediums create different effects and have different properties

**Skills:*** Draw a selection of different people, places and things using shape guides.
* Experiment with different mediums eg. Chalk, pastel, charcoal, colouring pens, colouring pencils, pencils etc.
* Compare, and begin to understand when to use different mediums
* Experiment tone by drawing light and dark lines, patterns and shapes
* Can use drawing tools with increased control to investigate mark making

**Painting – Colour mixing to decorate salt dough** **Knowledge:*** Mix paints to make secondary and tertiary colours
* Name, and create tertiary and neutral colours and place them on a colour wheel.
* Identify complementary colours on the colour wheel.

**Skills:*** Use a range of paints and paintbrushes correctly e.g. watercolours, powder etc.
* Use outlines to paint.
* Select and use different brushes to explore and make marks of different thicknesses
* Begin to control the types of marks made with a range of painting techniques e.g. layering, adding texture.
 | **What patterns can I see in nature?****National Curriculum:***Pupils should be taught*:* To use a range of materials creatively to design and make products
* 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.
* To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
* To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

**Artist Focus: James Mutisya****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, James Mutisya (artist, art and techniques)
* Edit their own work in their sketchbook
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Set out their ideas, using ‘annotation’ in their sketch books
* Create a piece of work in response to another artist’s work
* Demonstrate ideas through photographs or drawings in their sketchbooks

**Printing:** Kenyan tea towel**Knowledge:*** How the quantity of paint affects the quality of the print.
* Use natural and manmade materials to create geometric shapes to print.
* How paint interacts with different surfaces.
* How to use print to create irregular and regular patterns.

**Skills:*** Create shapes to print.
* Use found objects to create repeating and irregular patterns

**Drawing****Knowledge:*** Recognise shapes in objects.
* Apply different pressure and mediums to create a drawing.
* Create a variety of lines
* Begin to know how to draw from observation.
* Know that different mediums create different effects and have different properties

**Skills:*** Draw a selection of different people, places and things using shape guides.
* Begin to select the correct medium for the intended purpose.
* Draw everyday objects from observation.
* Start to recognise shapes in everyday objects
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| **Year 3** | **How did we tell stories before we could write?****National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history.

**Artist Focus: Richard Long and Traditional Cave Paintings****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, Richard Long and Traditional Works (artist, art and techniques)
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Know how to collect and convey ideas
* Create artwork from memory, imagination or observation using skills learnt so far.

**Painting – Cave Paintings and History of how they tell a story****Knowledge:*** Understand analogous colours and create them on a colour wheel.
* Understand and identify warm and cold hues.
* Create an outline in different scales.
* Understand that paint needs to dry

**Skills:*** Create a background using a wash
* Use a range of brushes to create different effects in painting
* Select appropriate brush for purpose.
* Create a simple background and foreground.
* Use groups of colours to colour a picture.

**Drawing- Cave Paintings and History of how they tell a story****Knowledge:*** Identify horizon lines and vanishing points in picture and shapes.
* Know that different grades of pencil create different lines.
* Know that varying the pressure creates different effects and when to use them.

**Skills:*** Find and use the horizon line and vanishing points in drawings.
* Experiment with different grades of pencil to create lines and varying amounts of pressure
* Explore shading to achieve a range of light and dark tones, black to white.
* Experiment with different grades of pencils to draw different forms and shapes.
* Develop ability to recognise shapes in objects.
* Draw objects from different angles and viewpoints: above, below, front, back.

**Link:** *What lies beneath?* | **Do artists make you want to visit Italy?****National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history.

**Artist Focus: Vincent Van Gogh****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, Vincent Van Gogh (artist, art and techniques)
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Know how to collect and convey ideas
* Create artwork from memory, imagination or observation using skills learnt so far.

**Printing – Print Van Gogh’s Sunflowers****Knowledge:*** Use a selection of materials to create organic and geometric prints.
* How paint interacts with different surfaces.
* How to use print to create irregular and regular patterns.

**Skills:*** Choose a range of objects to create a printed picture.
* Use found objects to create repeating and irregular patterns

**Drawing- Print Van Gogh’s Sunflowers****Knowledge:*** Draw a simple 3D shapes.
* Know that different grades of pencil create different lines
* Know that drawings can be refined, edited and altered.
* Know that varying the pressure creates different effects and when to use them.
* Begin to know that objects contain light and dark tones and this can be represented on paper.

**Skills:*** Use 3D shapes to draw a variety of pictures
* Plan, refine and alter their drawings as necessary.
* Use a selection of different media to draw objects from observation.
* Begin to show control in how to shade with different media
* Develop ability to recognise shapes in objects.
* Draw objects from different viewpoints: above, below, front, back.
* Experiment with different grades of pencil to create lines and varying amounts of pressure

**Use of IT** Knowledge* Know how to present recorded visual images using software e.g. Photostory, PowerPoint.
* Know how to use different effects within an IT package with increased precision

**Skills*** Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose
 | **Anglo-Saxon Inspired Clay Shield****National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history.

**Artist Focus:** **Knowledge and skills:****Sketchbook and Knowledge*** Know how to record, and annotate skills, ideas and art using a sketch book.
* Know how to collect and convey ideas
* Create artwork from memory, imagination or observation using skills learnt so far.

**3D -** **Knowledge** * Use scoring, blending and slip to join clay
* Use a variety of methods to create patterns and shapes in clay
* Combine materials and processes to design and make 3D form
* Sculpt clay and other mouldable materials using tools

**3D - Skills*** Join clay and construct a simple base for modelling other shapes
* Explore cutting, shaping and impressing patterns into clay
* Plan, design and make models from observation or imagination

**Drawing - Knowledge*** Draw a simple 3D shapes.
* Know that drawings can be refined, edited and altered.
* Know that varying the pressure creates different effects and when to use them.
* Begin to know that objects contain light and dark tones and this can be represented on paper.

**Drawing – Skills*** Use 3D shapes to draw a variety of pictures
* Draw objects from different angles.
* Develop ability to recognise shapes in objects.
* Draw objects from different viewpoints: above, below, front, back
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| **Year 4** | **How far can the eye see?****National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history.

**Artist Focus: Georgia O’Keeffe****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, Georgia O’Keeffe (artist, art and techniques)
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Know how to use skills learnt so far to produce unique artwork
* Know how to design and annotate ideas using a sketch book.
* Create artwork from memory, imagination or observation using skills learnt so far.
* Explore and compare a range of artists, art, techniques and compare to self.
* Develop observational skills
* Work from a range of sources including observation and photographs.

**Painting:** **Knowledge*** Understand how to change the tint, tone and shade of a hue and confidently create with them
* Display colours on a value scale.
* Choose appropriate type of paint for purpose.
* Know that different brushes create different effects.
* Know some painting techniques e.g. layering, adding texture.
* Know how to compose foregrounds and backgrounds.

**Skills*** Create a background and foreground using tones, tint and shade.
* Use tint, tone and shade to colour a picture.
* Use different scales to create artwork.
* Select and use different brushes to explore and make marks of different thickness and using wet and dry paint techniques.
* Begin to control the types of marks made with a range of painting techniques

**Drawing****Knowledge*** Identify shade in 3D shapes and real life objects.
* Draw contour lines onto 3D shapes.
* Use horizon line and vanishing point to draw one point perspective.
* Know that objects and figures need to be drawn in proportion.
* Know that sketching can include a range of shading techniques
* Know about different types of shading and why we need to use them
* Know that light creates shadow in objects and figures.

**Skills*** Draw from observation.
* Draw objects with light from different angles.
* Create pictures using one point perspective.
* Begin to use simple perspective in their work using a single focal point and horizon.
* Begin to show an awareness of scale and proportion in drawing objects and figures
* Experiment with simple shading techniques
 | **What makes a village?****National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history.

**Artist Focus:** **Knowledge and skills:****Sketchbook and Knowledge*** Know how to record, and annotate skills, ideas and art using a sketch book.
* Know how to use skills learnt so far to produce unique artwork
* Know how to design and annotate ideas using a sketch book.
* Create artwork from memory, imagination or observation using skills learnt so far.
* Explore and compare a range of artists, art, techniques and compare to self.
* Work from a range of sources including observation and photographs.

**3D** **Knowledge** * Experiment with and combine materials and processes to design and make 3D form
* Create surface patterns and textures in a malleable material
* Begin to sculpt mouldable materials
* Know how to create different patterns and texture using different materials

**Skills*** Manipulate materials to make a new 3D form e.g. human figure.
* Use score, slip, stick and smooth methods to join malleable materials.

**Drawing****Knowledge:*** Identify shade in 3D shapes and real life objects.
* Draw contour lines onto 3D shapes.
* Know that sketching can include a range of shading techniques
* Know about different types of shading and why we need to use them
* Know that light creates shadow in objects and figures

**Skills**:* Draw from observation.
* Draw objects with light from different angles.
* Experiment with simple shading techniques
* Begin to show an awareness of scale and proportion in drawing

**Link:** *City or village: Where would you like to live?*  | **Are all leaves identical?****National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history.

**Artist Focus: Henri Rousseau****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, Henri Rousseau (artist, art and techniques)
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Know how to use skills learnt so far to produce unique artwork
* Know how to design and annotate ideas using a sketch book.
* Create artwork from memory, imagination or observation using skills learnt so far.
* Explore and compare a range of artists, art, techniques and compare to self.

**Printing****Knowledge*** Print using at least four colours
* Create an accurate print design
* Print onto different materials
* How to combine printing materials.
* Print organic shapes with different textures.
* Know what monoprinting is and how it can be adapted to create different pieces of artwork

**Skills*** Choose a range of objects to create a textured picture.
* Use complimenting colours to create a printed picture

**Collage****Knowledge*** Cut different shapes.
* Layer different colours.
* Embellish using pen.
* Create a simple background.
* Select, and cut, different materials.
* Layer different textures.
* Embellish using paint.
* Collage a simple background.

**Skills:*** Use different types of paper to create a picture.
* Use knowledge of colour to create a specific purpose.
* Use different materials to create a picture.

**Drawing** **Knowledge:*** Identify shade in 3D shapes and real life objects.
* Use horizon line and vanishing point to draw one point perspective.
* Know that sketching can include a range of shading techniques
* Know about different types of shading and why we need to use them
* Know that light creates shadow in objects and figures

**Skills:*** Draw from observation.
* Draw objects with light from different angles.
* Begin to use simple perspective in their work using a single focal point and horizon.
* Begin to show an awareness of scale and proportion in drawing objects

**Use of IT****Knowledge*** How to record and collect visual information using digital cameras and video recorders.
* How to create shapes using effects

**Skills*** Use a graphics package to create images and effects with lines
* Create shapes by making selections to cut, duplicate and repeat

**Link:** *Why should we rescue the rainforests?* |
| **Year 5** | **What is outside the window?** **National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history.

**Artist Focus: Henri Matisse and Jeannie Baker****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, Henri Matisse and Jeannie Baker (artist, art and techniques)
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Know how to notice, and position, detail and light of objects with increasing accuracy.
* Know how to use a range of media, and techniques, to create a unique piece of art.
* Explore and compare a range of artists’ art, techniques and compare to self.
* Create artwork from memory, imagination or observation using skills learnt so far

**Collage****Knowledge:*** Select, and cut, different materials.
* Layer different textures.
* Embellish using paint.
* Collage a simple background.
* Embellish using different textures.
* Collage detail into a background.
* Know some different techniques to create interesting colours and textures using a range of media.

**Skills:*** Use different materials to create a picture.
* Use different materials to add detail
* Draw on a wider selection of shapes to show more control

**Drawing****Knowledge*** Draw organic shapes free form.
* Experiment with a range of shading techniques.
* Use horizon line and vanishing point to draw two point perspective.
* Know how to notice, and position, detail of objects with increasing accuracy.
* Notice how light affects an object and apply, some shading techniques to represent this.
* Notice pattern and texture in drawings and know how to represent this.

**Skills*** Use knowledge of shape to create a line drawing/ recognisable picture.
* Create pictures using two point perspective.
* Make line and shape drawings adding light and dark tone, colour and features.
* Can use drawing tools with increased control.
* Apply simple use of pattern and texture in a drawing

**Use of IT** Knowledge* How to present recorded visual images using software e.g. PowerPoint
* Know how to use a range of graphics packages
* Know how to import an image (scanned, retrieved, taken) into a graphics package
* How to create layered images

**Skills*** Use a graphics package to create and manipulate new images
* Understand that a digital image is created by layering
* Create layered images from original ideas
 | **Do you have to be a hero to be on a Greek vase?****National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history.

**Artist Focus: Traditional Work and Kate Malone/Lucca Biennale Cartasia****Knowledge and skills:****Sketchbook and Knowledge*** Know about traditional Greek ceramics and how they have influenced artists today
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Know how to notice, and position, detail and light of objects with increasing accuracy.
* Know how to use a range of media, and techniques, to create a unique piece of art.
* Explore and compare a range of artists’ art, techniques and compare to self.
* Create artwork from memory, imagination or observation using skills learnt so far
* Work in a sustained and independent way to create art

**3D – Making Greek Vases****Knowledge*** Know how to create surface patterns and textures.
* Know how to create simple objects or 3D models.
* Know how to use some finishing techniques and their effects.

**Skills*** Design a 3D model and tile.
* Manipulate clay to create a simple thumb pot.
* Create surface patterns and textures on a tile.
* Manipulate clay to create 3D models.
* Add final finishes to models using paint/glazing techniques

**Drawing** **Knowledge*** Draw organic shapes free form.
* Experiment with a range of shading techniques.
* Know how to notice, and position, detail of objects with increasing accuracy.
* Notice how light affects an object and apply, some shading techniques to represent this.
* Notice pattern and texture in drawings and know how to represent this.

**Skills*** Use knowledge of shape to create a line drawing/ recognisable picture.
* Make line and shape drawings adding light and dark tone, colour and features.
* Can use drawing tools with increased control.
* Apply simple use of pattern and texture in a drawing

**Link:** *How Greek Are We?***Why do churches have stained glass windows?****National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history.

**Artist Focus: Lawrence Lee and Flora Jamieson****Sketchbook and Knowledge*** Know how to record, and annotate skills, ideas and art using a sketch book.
* Use their sketchbooks to express their feelings about a subject
* Know how to notice, and position, detail and light of objects with increasing accuracy.
* Know how to use a range of media, and techniques, to create a unique piece of art.
* Explore and compare a range of artists’ art, techniques and compare to self.
* Create artwork from memory, imagination or observation using skills learnt so far

**Knowledge and skills:****Painting – Stained Glass Windows****Knowledge*** Understand how to change the tint, tone and shade of a hue.
* Display colours on a value scale.
* Choose appropriate type of paint for purpose.
* Create different shades of a hue.
* Change the saturation of a hue.

**Skills*** Create a background and foreground using tones, tint and shade.
* Use tint, tone and shade to colour a picture.
* Use different scales to create artwork
* Create a clear outline to paint.
* Use shades and saturation of hues in painting.
* Experiment with a range of painting techniques e.g. stippling.

**Knowledge*** Draw organic shapes free form.
* Know how to notice, and position, detail of objects with increasing accuracy.
* Notice how light affects an object and apply, some shading techniques to represent this.

**Skills*** Use knowledge of shape to create a line drawing/ recognisable picture.
* Can use drawing tools with increased control.
* Apply simple use of pattern and texture in a drawing

**Link:** *RE* **Enrichment: Visit to Convent – Stations of the Cross**  | **Which style works for me?** **National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history.

**Artist Focus: Andy Warhol and Roy Lichtenstein****Knowledge and skills:****Sketchbook and Knowledge*** Know how to record, and annotate skills, ideas and art using a sketch book.
* Use their sketchbooks to express their feelings about a subject
* Know how to notice, and position, detail and light of objects with increasing accuracy.
* Know how to use a range of media, and techniques, to create a unique piece of art.
* Explore and compare a range of artists’ art, techniques and compare to self.
* Create artwork from memory, imagination or observation using skills learnt so far

**Painting** **Knowledge*** Understand how to change the tint, tone and shade of a hue.
* Display colours on a value scale.
* Choose appropriate type of paint for purpose.
* Create different shades of a hue.
* Change the saturation of a hue.
* Work on different scales, composing foregrounds and backgrounds

**Skills*** Create a background and foreground using tones, tint and shade.
* Use tint, tone and shade to colour a picture.
* Use different scales to create artwork
* Create a clear outline to paint.
* Use shades and saturation of hues in painting.
* Experiment with a range of painting techniques e.g. stippling.

**Drawing****Knowledge*** Draw organic shapes free form.
* Experiment with a range of shading techniques.
* Know how to notice, and position, detail of objects with increasing accuracy.
* Notice pattern and texture in drawings and know how to represent this.

**Skills*** Use knowledge of shape to create a line drawing/ recognisable picture.
* Can use drawing tools with increased control.
* Apply simple use of pattern and texture in a drawing
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| **Year 6** | **Why is the sea blue?****National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history

**Artist Focus: Claude Monet****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, Claude Monet (artist, art and techniques)
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Work from a range of sources including observation and photographs.
* Work in a sustained way with independence and confidence
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Explore and compare a range of artists art, techniques and compare to self
* Start to develop their own style using mixed media
* Develop close observational skills
* Create artwork from memory, imagination or observation using skills learnt so far.

**Painting – Watercolour Rivers** **Knowledge** * Imply texture through painting techniques.
* Confidently use a selection of brushes, and techniques, in a picture.
* Confidently know how to mix colour, shades, tints and tones to achieve a desired effect.
* Know how to create a painting from a drawing.
* Know how artists use colour, texture and movement to express emotions.
* Know how to use a range of effects to convey mood and feelings in their work.
* Know how to use a range of painting techniques.
* Confidently know how to select the appropriate paint and tools for a particular purpose.

**Skills*** Create a clear outline to paint.
* Use shades and saturation of hues in painting.
* Experiment with a range of painting techniques e.g. stippling.
* Create a more detailed outline.
* Paint implied texture using chosen painting technique.
* Mix colour, shades, tints and tones with confidence and to achieve an intended effect.
* Use a range of effects to convey mood/feeling in their work.
* Use painting techniques as part of a mixed media piece of art.
* Choose the type of paint and tools to use for a particular purpose e.g. watercolour for design work, washes, thick paint.

**Drawing****Knowledge*** Draw organic shapes free form with more detail.
* Apply a range of shading techniques to artwork.
* Apply one and two point perspective in a range of drawings.
* Know how to use different shading techniques for different purposes.
* Know that objects and figures need to be drawn in proportion.

**Skills*** Confidently draw a range of free form pictures and apply appropriate shading.
* Identify when to use one or two point perspective in their artwork.
* Develop awareness of scale and proportion in drawings of landscapes e.g. foreground, middle ground and background.
* Use different techniques for different purposes e.g. shading, hatching etc.
 | **What does my dragon see?****National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history

**Artist Focus: Jose Vergara****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artist, (artist, art and techniques)
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Work in a sustained way with independence and confidence
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Explore and compare a range of artists art, techniques and compare to self
* Start to develop their own style using mixed media
* Create artwork from memory, imagination or observation using skills learnt so far.

**3D - Clay modelling of dragon eyes****Knowledge*** Know how to create a sculpture using a frame.
* How to use some finishing techniques and their effect.
* Know how to add detail to a sculpture.

**Skills*** Add detail using a range of objects.
* Develop skills in using clay including: slabs, coils, slips, etc.
* Produce intricate patterns and textures in a malleable media

**Drawing****Knowledge*** Draw organic shapes free form with more detail.
* Apply a range of shading techniques to artwork.
* Know how to use different shading techniques for different purposes.
* Know that objects and figures need to be drawn in proportion.

**Skills*** Confidently draw a range of free form pictures and apply appropriate shading.
* Use different techniques for different purposes e.g. shading, hatching etc.
 | **Do I need to repeat myself?****National Curriculum:** *Pupils should be taught*:* 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]
* About great artists, architects and designers in history

**Artist Focus: Sean Scully and Lesley Dumbrell****Knowledge and skills:****Sketchbook and Knowledge*** Know about the artists, Sean Scully and Lesley Dumbrell (artist, art and techniques)
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Work from a range of sources including observation and photographs.
* Work in a sustained way with independence and confidence
* Know how to record, and annotate skills, ideas and art using a sketch book.
* Explore and compare a range of artists art, techniques and compare to self
* Start to develop their own style using mixed media
* Develop close observational skills
* Create artwork from memory, imagination or observation using skills learnt so far.

**Printing – Lino Printing of Geometric Patterns****Knowledge*** How to use line within prints to create pictures.
* How to use line to add detail to images.

**Skills*** Create pictures to print experimenting with the effect of line, texture colour and repetition.
* Create pictures to print with detail drawing on knowledge of line, texture, colour and shape.

**Drawing****Knowledge*** Draw organic shapes free form with more detail.
* Apply a range of shading techniques to artwork.
* Know that objects and figures need to be drawn in proportion.

**Skills*** Confidently draw a range of free form pictures and apply appropriate shading.
* Use different techniques for different purposes e.g. shading, hatching etc.

**Use of IT** Knowledge* How to use a graphics package to create and manipulate new images.

**Skills*** Use a range of effects and graphics within IT packages
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