

|  | To use a range of materials to print of patterns (fruit, vegetable, lego, sponges). <br> To make collages by collecting various materials to create an image. | To find, cut and tear materials to make a collage. | To practise different types of printing monoprint and block printing (using sponge). <br> To form different shapes using clay for a purpose- use tools to cut, roll, coil. To find, cut and tear materials to make a collage. | including printmaking, clay and collage. Optional depending on main topic To practise different types of printing monoprint, block printing. <br> To practise different types of making sculpture - Modroc, wire, clay, paper mâché, sticks, found materials. | Optional depending on topic - <br> To practise different types of printing screenprint, collagraph, etching/engraving. To practise different types of making sculpture - Modroc, wire, clay, paper mâché, sticks, found materials. | (experiment with photography apps and photomontage). Optional depending on topic - <br> To practise different types of printing screenprint, collagraph, etching/engraving. To practise different types of making sculpture - Modroc, wire, clay, paper mâché, sticks, found materials. | To practise different types of printing screenprint, collagraph, etching/engraving. To practise different types of making sculpture - Modroc, wire, clay, paper mâché, sticks, found materials. |
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| FORMAL | COLOUR | COLOUR AND TONE | COLOUR AND TONE | COLOUR AND TONE | COLOUR AND TONE | COLOUR AND TONE | COLOUR AND TONE |
| TECHNIQUES | To be introduced to the primary colours and begin to experiment mixing them (using paint, playdough, crayons). To start to choose the right colours to paint given objects and scenes. <br> LINE <br> To begin experimenting with lines to make shapes and patterns - use string, sticks etc. | To remember the primary colours and how to mix them to create secondary colours. <br> To begin to create shades (adding black) of colours and justify the chosen colours based on the purpose. <br> To understand what tone is (the lightness and darkness of a colour) and how to apply this to their own work - using tone when drawing to create lighter and darker effects. | To mix, apply and refine colour mixing for a purpose - beginning to use some tints by adding white. <br> To describe colour selections. <br> To use tone to create form when drawing by learning simple shading rules. <br> LINE <br> To draw lines with increased skill and confidence. <br> To use line to show create a form and | To build the understanding of mixing and applying colour - natural and synthetic paints. To use tints (add white) and shades (add black) when mixing colours for different purposes. <br> To begin to understand colour theory and use the colour wheel. <br> To continue to use simple shading rules and link to creating form and shape in art. | To begin to analyse and describe colour and painting techniques in artists' work. <br> To use tints and shades when mixing colours for different purposes. <br> To understand tone in more depth to create 3D effects - linking to shadows and highlights when drawing and painting. To analyse and describe use of tone in artists' work. | To analyse and describe colour and painting techniques in artists' work. To select and mix more complex colours to show thoughts and feelings. To develop confidence when applying tone when drawing and painting - thinking about highlights and shadows. To analyse artists' use of tone. | To mix and apply colours to represent still life objects from observation. <br> To express feelings and emotions through colour. To increase awareness of using tone to describe light and shade, contrast, highlight and shadow. <br> To use tone to create chiaroscuro techniques. |



|  |  | TEXTURE <br> To use a range of materials to create textures in own art for a purpose - thicker paints, paper and card, natural materials. <br> To add texture to clay using tools. | To extend their ability to create 3D sculptural forms. <br> TEXTURE <br> To identify and describe different textures. <br> To select and use appropriate materials to create textures in own art - thinking about how art materials can be manipulated to create texture. | form in a range of materials, <br> TEXTURE <br> To develop an understanding of texture through practical experiments with materials to link with a purpose. | creating landscapes and portraits. <br> To analyse and describe the use of shape in artist's work. To develop ability to create 3D forms using a range of materials (clay, Modroc, wire). To analyse and describe how artists use and apply form in their work and begin to use in their own art. <br> TEXTURE <br> To use a range of natura and synthetic materials to express complex textures - in printing, sculpture and painting. | - creating landscapes and portraits. <br> To analyse and evaluate artists' use of shape. <br> To extend ability to describe and model form in 3D using a range of materials. To analyse and describe how artists use and apply form in their work. <br> TEXTURE <br> To develop an understanding of texture through practical making activities. | To analyse and describe how artists use and apply form in their work. <br> TEXTURE <br> To understand how artists manipulate materials to create texture and echo in their own art - how to create implied texture. |
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| EVALUATION SKILLS | To begin to say what they like about their own and their peers' art work. | To self-assess their own skills in making their art - to sat what went well, what was difficult and what they could have improved. <br> To recognise and describe key features of their own and other's work. | To self-assess their own skills in making their art - to sat what went well, what was difficult and what they could have improved. <br> To begin to compare other's artwork (peers and original artist) and | To discuss own and other's work using an increasingly sophisticated use of art language (focusing on the formal elements). To compare other's artwork (peers and original artist) and identify similarities and differences. | To use more complex art-based vocabulary when discussing own and others' art. To use their own and other's opinion of work to identify areas of improvement. <br> To reflect on their own work and skills in | To develop a greater understanding of vocabulary when discussing their own and others' work To regularly analyse and reflect on their purpose and choices in creating their art skills, materials, techniques. | To use key art vocabulary with greater sophistication when discussing own and others' art. To give reasoned evaluations of their own and others work which takes account of context and intention of their art. |


|  |  | To describe what they <br> feel about their work <br> and the art of others. | identify similarities and <br> differences. <br> To describe choices <br> and preferences using <br> basic art-based <br> vocabulary. | To reflect on their own <br> work in order to make <br> improvements. | order to make <br> improvements. |
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## EXPLORING IDEAS

## EYFS -

To use creative materials (supplied by the teacher as well child initiated) to develop their skills and ideas. Teacher to keep record in their learning

## journals.

## YEARS 1-6-

To use sketchbooks to record thoughts and ideas and to experiment with key skills and materials prior to a 'final piece.'

## YEARS 3-6-

To use sketchbooks for planning and refining work.
To record observations, thoughts and ideas and to develop skill and technique.
To develop ideas through sketches and annotations.

## YEARS 5-6-

To make personal investigations and record observations in sketchbooks.
To record experiments with media and try out new techniques and processes in sketchbooks.

## CREATING ORIGINAL ARTWORK

## ALL YEARS -

To create their own art with a purpose and intention that is personal to them.
To use artists' work to develop and stimulate their own original artwork.
To gain inspiration for their artwork from the natural world.
KEY STAGE 2 -

## To use literary sources to inspire art.

To express thoughts, feelings, and ideas through the creation of art (messages, graphics, text, images).
To represent ideas from multiple perspectives.
To create and invent art for different purposes (architectural designs, fashion, branding)
To develop personal and imaginative responses to a theme.

