

	Making skills	Generating Ideas	Formal Elements	<u>Artists</u>	<u>Evaluating</u>
Y E A R	Making skills Drawing: Explore mark making, experimenting with drawing lines and use 2d shapes to draw. Drawing simple straight lines using a ruler. Colour within the lines. Draw with a purpose. Attempt to copy an image. Start to draw to scale. Starting to add finer details. Working on cutting skills	Sketch books: Use sketch books through teacher modelling. Use sketch books to record thoughts and ideas and to experiment with materials.	Colour: Remember the primary colours and how to mix them to make the secondary colours. Create shades of a colour and choose to justify colours for a purpose Starting to mix colour and investigate the outcomes. Make connections between mood and colour. Form: Learn about form and space through making sculptures and developing language. Line: Use, express and experiment with line for purpose, then use appropriate language to describe lines.	Artists: Claude Monet Georges Seurat Vincent Van Gogh	Identifying similarities and difference to other work: Recognise and describe key features of their own and others work. To look at their work and say what they like about it and what they may change. To look at each others work and give positive feedback.
	Painting: Develop skill and control when painting. Paint with expression. Hold a paint Brush correctly. Using finger print, sponge, block	Creating Original Art work: Explore and create ideas for purpose and intention	Pattern: Understand patterns in nature, design and make patterns in a range of materials. Experiment with patterns – looking at repeating patterns Marbling pattern	Craftspeople Carolyn Clayton – creating flower sculpture people using clay.	
			Shape:	Designers	Reflecting:



Experiment with the amount	Identify, describe and use shape	Yayoi Kasama – Queen of	Describe what they feel
of paint needed	for purpose	polka dots.	about their work and art of
	Tone:		others.
	Understand what tone is and		
	how to apply this to their work.		
Craft, design, materials	Texture:		
and techniques:	Use materials to create textures.		
Learn a range of materials			
and techniques such as clay,	Use natural resource to create		
sketching, printing and	collage		
collage.			



	Making skills	Generating Ideas	Formal Elements	<u>Artists</u>	<u>Evaluating</u>
Y E A R	Drawing: Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials. To increase their skill when drawing. Using techniques they have learnt in Year 1 and reception such as shading, adding detail and finer detail.	Sketch books: Use sketchbooks more effectively through further teacher modelling. Use sketchbooks to record thoughts and ideas and to experiment with materials.	Colour: Mix, apply and refine colour mixing for purpose using wet and dry media. Describe their colour selections. To remember the primary and secondary colours. Form: Extend their practical ability to create 3D sculptural forms and begin to understand how to represent form when drawing. Line: Draw lines with increased skill and confidence. Use line for expression when drawing portraits.	Artists: Piet Mondrian Kandinsky Damien Hirst	Identifying similarities and difference to other work: Compare other's work, identifying similarities and differences.
_	Painting: Further improve skill and control when painting. Paint with creativity and expression.	Creating Original Art work: Use artist sources to develop their own original artwork. Gaining inspiration for artwork from the natural world.	Pattern: Learn a range of techniques to make repeating and non-repeating patterns. Identify natural and man-made patterns. Create patterns of their own. Shape:	Craftspeople: Andy Goldsworthy Designers:	Reflecting:
			Compose geometric designs by adapting the work of other artists to suit their own ideas. Tone: Experiment with pencils to create tone. Use tone to create form when drawing.	Elaine Monnin	Describe choices and preferences using the language of art.



Craft, design, materials and techniques: Further improve skill and control when painting. Pair with creativity and expression.	Texture: Identify and describe different textures. Select and use appropriate materials to create textures. Use textures with purpose to create a collage. To investigate what materials would be best to make the collage.
	To investigate what materials create the best indents in to clay to leave marks.



	Making skills	Generating Ideas	Formal Elements	<u>Artists</u>	<u>Evaluating</u>
	Drawing: Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media.	Sketch books: Use sketchbooks to generate ideas and record thoughts and observations. Make records of visual experiments	Colour: Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes. Form:	Artists: Prehistoric Artists Henry Ossawa Tanner	Identifying similarities and difference to other work: Discuss own and other's work using an increasingly sophisticated use of art language (formal elements).
Y E			Further develop their ability to describe 3D form in a range of materials, including drawing. Line: Express and describe organic and geometric forms through different types of line.		
A R 3	Painting: Increase skill and control when painting. Apply greater expression and creativity to own paintings.	Creating Original Art work: Create personal artwork using the artwork of others to stimulate them	Pattern: Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern.	Craftspeople: George Segal – Modroc sculptures	
			Shape: Identify, draw and label shapes within images and objects. Create and form shapes from 3D materials.	Designers: Aimee Wilde – wallpaper designer who used bright colours	Reflecting: Reflecting on their own work in order to make improvements.
			Tone: Develop skill and control when using tone. Learn and use simple shading rules	Architect: Antonia Gaudi – Park Guell in Barcelona	
	Craft, design, materials and techniques: Use materials such as paper weaving, tie dying, sewing		Texture: Analyse and describe texture within artists' work.		



ar	nd other craft skills to		
de	esign and make products		

	Making skills	Generating Ideas	Formal Elements	Artists	<u>Evaluating</u>
	Drawing: Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing.	Sketch books: Use sketchbooks for planning and refining work, to record observations and ideas and developing skill and technique	Colour: Analyse and describe colour and painting techniques in artists work. Manipulate colour for print. Form: Develop their ability to describe	Artists: Victor Nunes Leonard Afromov	Identifying similarities and difference to other work: Build a more complex vocabulary when discussing your own and others' art
	mon diaming.		and model form in 3D using a range of materials. Analyse and describe how artists use and apply form in their work. Line: Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.		
when paint	Develop skill and control when painting. Paint with expression. Analyse painting	Creating Original Art work: Use literary sources to inspire art. Express thoughts and feelings through the tactile creation	Pattern: Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern.	Craftspeople: Sandra Jane Suleski	
		of art. Manipulate materials to achieve desired effects. Represent ideas from multiple perspectives.	Shape: Create geometric compositions using mathematical shapes. Analyse and describe the use of shape in artist's work.	Designers: David Hockney – Stage designs	Reflecting: Reflecting on their own work in order to make improvements.
			Tone: Use a variety of tones to create different effects. Understand	Architect:	



	tone in more depth to create 3D effects. Analyse and describe use of tone in artists' work.	Roman architect – vespasian and Titus – builders of the Colosseum	
Craft, design, materials and techniques: Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work.	Texture: Analyse and describe texture within artists' work.		



	Making skills	Generating Ideas	Formal Elements	<u>Artists</u>	<u>Evaluating</u>
	Drawing: Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line.	Sketch books: Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in	Colour: Select and mix more complex colours to depict thoughts and feelings	Artists: Banksy Pablo Picasso	Identifying similarities and difference to other work: Develop a greater understanding of vocabulary when
	iii ie.	sketchbooks.	Form: Further extend their ability to describe and model form in 3D using a range of materials.		discussing their own and others' work
Y			Line: Extend and develop a greater understanding of applying expression when using line.		
E A R	Painting: Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression.	Creating Original Art work: Express thoughts and feelings about familiar products. Design new	Pattern: Construct patterns through various methods to develop their understanding.	Craftspeople: Michael Grab – rock sculptures	
		architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.	Shape: Composing original designs by adapting and synthesising the work of others. Analyse and evaluate artists' use of shape. Fluently sketch key shapes of objects when drawing. Create abstract compositions using knowledge of	Designers: Emanuel ungaro – French fashion designer who used shape and colours	Reflecting: Regularly analysing and reflecting on their intentions and choices
			Tone: Develop an increasing sophistication when using tone	Architect: Frank Gehry	



	to describe objects when drawing. Analyse artists' use of tone.	
Craft, design, materials and techniques: Create mixed media art using found and reclaimed materials. Select materials for a purpose.	Texture: Using texture within drawings to show careful observation and understanding of illustrating different surfaces.	



	Making skills	Generating Ideas	Formal Elements	<u>Artists</u>	<u>Evaluating</u>
	Drawing: Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life. Building on skills learnt in previous years of shading, tone and shadowing.	Sketch books: Make personal investigations and record observations in sketchbooks. Record experiments with media and try out new techniques and processes in sketchbook	Colour: Mix and apply colours to represent still life objects from observation. Express feelings and emotions through colour. Study colours used by Impressionist painters. Confident colour knowledge Develop water colour techniques	Artists: Annie Leiobvitz Edward Hopper	Identifying similarities and difference to other work: Use the language of art with greater sophistication when discussing own and others art To look at each -others work and give constructive criticism and
Y E A R	J. T.		Form: Express and articulate a personal message through sculpture. Analyse and study artists' use of form Looking at different view points to draw from. Understanding fore/back ground.		positive feedback
6			Line: Deepen knowledge and understanding of using line when drawing portraits. Develop greater skill and control. Study and apply the techniques of other artists.		
	Painting: Learn and apply new drawing techniques such as negative drawing, chiaroscuro,	Creating Original Art work: Develop personal, imaginative responses to a theme. Produce personal	Pattern: Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern	Craftspeople: Alexander Caulder	



expression, sketching and still life.	interpretations of cherished objects, show thoughts and feelings through pattern, create imaginative 3D forms to create meaning. Express ideas about art through messages, graphics, text and images.	Shape: Fluently sketch key shapes of objects when drawing. Create abstract compositions using knowledge of other artists' work.	Designers: Phoebe Cummings	Reflecting: Give reasoned evaluations of their own and others work which takes account of context and intention
Craft, design, materials and techniques: Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms. Compare and contrast pictures Design and create a sculpture with purpose based on own ideas with deeper accuracy.		Tone: Increase awareness of using tone to describe light and shade, contrast, highlight and shadow. Manipulate tone for halo and chiaroscuro techniques Highlight, tones and shading with greater and deeper accuracy Looking at mono printing and how shading and tones can affect the picture Texture: Explore art through a range of different textural mediums.	Architect: Zara Hadid – Most famous woman British architect. Nicknamed the "Queen of Curve"	Understanding what aspects to change and a in-depth explanation to why To look at each -others work and give constructive criticism and positive feedback