



## **EYFS – Nursery and Reception**

Within the EYFS Art is taught within the *Expressive Art and Design, Understanding the World* and *Literacy* areas of learning.

- Learn to hold and use a pencil effectively.
- Give meaning to marks as they draw, write and paint.
- Create simple representations of events, people and objects.
- Learn to handle pens, brushes, glue sticks and scissors safely and effectively.
- Explore what happens when colours are mixed.
- Choose a particular colour for a purpose.
- Experiment creating and using different textures.
- Manipulate paper and playdough to achieve a planned effect.
- Talk about shapes.
- Assemble and join materials using glue and tape.
- Use a simple ICT paint programme.
- Topic based art, including artists



## Year 1 Milestones and Curriculum Coverage

<b>YEAR 1</b> To develop ideas	To master techniques	To take inspiration from the greats (classic & modern)	<b>Subject Content</b>
Respond to ideas and starting points	Painting - Use thick and thin brushes. • Mix primary colours to make secondary.  Collage - Use a combination of materials that are cut, torn and glued.  Sculpture-Use a combination of shapes. • Include lines and texture  Drawing -Draw lines of different sizes and thickness.  • Colour (own work) neatly following the lines. Use repeating or overlapping shapes.  Print -Use objects to create prints (e.g. fruit, vegetables or sponges).  Textiles • Use weaving to create a pattern. • Join materials using glue Join materials using glue	Describe the work of notable artists, artisans and designers	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.



## Year 2 Milestones and Curriculum Coverage

<b>YEAR 2</b> To develop ideas	To master techniques	To take inspiration from the greats (classic & modern)	<b>Subject Content</b>
Explore ideas and collect visual information. • Explore different methods and materials as ideas develop	Painting -Add white to colours to make tints and black to colours to make tones. • Create colour wheels  Collage-Sort and arrange materials. • Mix materials to create texture.  Sculpture• Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving  Drawing • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving  Printing-Mimic print from the environment (e.g. wallpapers).  Press, roll, rub and stamp to make prints  Textiles-Join materials using glue and/or a stitch. • Use plaiting. • Use dip dye techniques  Digital Media -Use a wide range of tools to create different textures, lines, tones, colours and shapes	Use some of the ideas of artists studied to create pieces	To develop a wide range of art and designs techniques in using colour, pattern, texture, line shape, form and space.  About 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.



## Year 3 Milestones and Curriculum Coverage

<b>YEAR 3</b> To develop ideas	To master techniques	To take inspiration from the greats (classic & modern)	<b>Subject Content</b>
<p>Develop ideas from starting points throughout the curriculum.</p> <ul style="list-style-type: none"> <li>• Collect information, sketches and resources.</li> </ul>	<p>Painting-Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.</p> <ul style="list-style-type: none"> <li>• Mix colours effectively</li> </ul> <p>Collage-Select and arrange materials for a striking effect. Use overlapping.</p> <p>Sculpture-Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).Use clay and other mouldable materials</p> <p>Drawing- Use different hardness's of pencils to show line, tone and texture.</p> <p>Sketch lightly (no need to use a rubber to correct mistakes).• Use shading to show light and shadow.</p> <p>Print-Use layers of two or more colours. • Replicate patterns observed in natural or built environments.</p> <p>Textiles -Shape and stitch materials. • Use basic cross stitch and back stitch. • Colour fabric</p> <p>Digital media -Create images, and sound</p>	<p>Replicate some of the techniques used by notable artists, artisans and designers</p>	<p>Pupils should be taught to control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>To create sketch books and record their observations and use them to review and revisit ideas.</p>



## Year 4 Milestones and Curriculum Coverage

<b>YEAR 4</b> To develop ideas	To master techniques	To take inspiration from the greats (classic & modern)	<b>Subject Content</b>
<p>Adapt and refine ideas as they progress.</p> <ul style="list-style-type: none"> <li>• Explore ideas in a variety of ways.</li> <li>• Comment on artworks using visual language</li> </ul>	<p>Painting -Use watercolour paint to produce washes for backgrounds then add detail.</p> <ul style="list-style-type: none"> <li>• Experiment with creating mood with colour.</li> </ul> <p>Collage-Ensure work is precise.</p> <ul style="list-style-type: none"> <li>• Use coiling, tessellation, mosaic and montage</li> </ul> <p>Sculpture-Include texture that conveys feelings, expression or movement.Add materials to provide interesting detail.</p> <p>Drawing- Annotate sketches to explain and elaborate ideasUse hatching and cross hatching to show tone and texture.</p> <p>Print-• Make printing blocks (e.g. from coiled string glued to a block).• Make precise repeating patterns</p> <p>Textiles -Create weavings. Quilt, pad and gather fabric</p> <ul style="list-style-type: none"> <li>•Digital media Create video and recordings and explain why they were created</li> </ul>	<p>Create original pieces that are influenced by studies of others</p>	<p>Pupils should be taught to control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. To improve all their mastery of art and design techniques, including drawing, painting.</p>



## Year 5 Milestones and Curriculum Coverage

<b>YEAR 5</b> To develop ideas	To master techniques	To take inspiration from the greats (classic & modern)	<b>Subject Content</b>
<p>Develop and imaginatively extend ideas from starting points throughout the curriculum.</p> <ul style="list-style-type: none"> <li>• Collect information, sketches and resources and present ideas imaginatively in a sketch book.</li> <li>• Use the qualities of materials to enhance ideas.</li> </ul>	<p>Painting-Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas.</p> <p>Collage-Mix textures (rough and smooth, plain and patterned). • Combine visual and tactile qualities.</p> <p>Sculpture-• 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</p> <p>Drawing -Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). • Use a choice of techniques to depict movement, perspective, shadows and reflection. Print-Build up layers of colours. • Create an accurate pattern, showing fine detail.</p> <p>Choose from a range of stitching techniques. Textiles – Combine previously learned techniques to create pieces.</p> <p>Digital Media • Enhance digital media by editing (including sound, video, animation, still images and installations).</p>	<p>Give details (including own sketches) about the style of some notable artists, artisans and designers.</p> <p>Create original pieces that show a range of influences and styles.</p>	<p>Pupils should be taught to control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. To improve their mastery of art and design techniques, including sculpture with a range of materials (for example, pencil, charcoal, Paint, clay)</p>



## Year 6 Milestones and Curriculum Coverage

<b>YEAR 6</b> To develop ideas	To master techniques	To take inspiration from the greats (classic & modern)	<b>Subject Content</b>
<p>Spot the potential in unexpected results as work progresses.</p> <ul style="list-style-type: none"> <li>• Comment on artworks with a fluent grasp of visual language</li> </ul>	<p>Painting-Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Use brush techniques and the qualities of paint to create texture.</p> <ul style="list-style-type: none"> <li>• Develop a personal style of painting, drawing upon ideas from other artists.</li> </ul> <p>Collage-Use ceramic mosaic materials and techniques</p> <p>Sculpture - •Combine visual and tactile qualities.</p> <ul style="list-style-type: none"> <li>• Use frameworks (such as wire or moulds) to provide stability and form.</li> </ul> <p>Drawing - Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). • Use lines to represent movement.</p> <p>Print-Use a range of visual elements to reflect the purpose of the work.</p> <p>Textiles-Show precision in techniques</p>	<p>Show how the work of those studied was influential in both society and to other artists.</p>	<p>Pupils should be taught to control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>To be taught great artists, architects and designers in history.</p>