



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



## 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> <p>Collect information, sketches and resources.</p>	<p>Painting - Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively.</p> <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. 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, To develop a wide range of art and designs techniques.</p> <p>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> <p>Explore ideas in a variety of ways.</p> <p>Comment on artworks using visual language</p>	<p>Painting - Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour.</p> <p>Collage - Ensure work is precise. Use coiling, tessellation, mosaic and montage</p> <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 ideas Use 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> <p>Digital media - Create video and recordings and explain why they were created</p>	<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.</p> <p>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> <p>Collect information, sketches and resources and present ideas imaginatively in a sketch book.</p> <p>Use the qualities of materials to enhance ideas.</p>	<p>Painting - Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. Combine colours, tones and tints to enhance the mood of a piece.</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.</p> <p>Print - Build up layers of colours. Create an accurate pattern, showing fine detail.</p> <p>Textiles - Choose from a range of stitching techniques. Combine previously learned techniques to create pieces. Show precision in techniques.</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.</p> <p>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> <p>Comment on artworks with a fluent grasp of visual language</p>	<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. Develop a personal style of painting, drawing upon ideas from other artists.</p> <p>Collage - Use ceramic mosaic materials and techniques.</p> <p>Sculpture - Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form.</p> <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>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>