



All drawing to be completed within sketch books throughout the school

	Year 1	Year 2	Year 3`	Year 4	Year 5	Year 6
	Dinosaur Planet	Towers, Tunnels, Turrets	Scumdiddlyumptious	Potions	Greece- Gods and Mortals	Darwin's Delight
Autumn 1	<p>Knowledge to use sculpture to develop and share their ideas, experiences and imagination to create Large and small scale modelling using clay- linked specifically to modelling dinosaurs</p> <p>skills; sculpture Manipulate malleable materials in a variety of ways including rolling and kneading Explore sculpture with a range of malleable media Manipulate malleable materials for a purpose, e.g. pot, tile Understand the safety and basic care of materials and tools Form Experiment with constructing and joining recycled, natural and manmade materials Use simple 2-D</p>	<p>knowledge to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination•</p> <p>Sculpting using natural materials- creating and sculpting own castles/drawbridges/knights, etc...</p> <p>skills Manipulate malleable materials in a variety of ways including rolling and kneading Explore sculpture with a range of malleable media Manipulate malleable materials for a purpose, e.g. pot, tile Understand the safety and basic care of materials and tools Form Experiment with constructing and joining recycled, natural and manmade materials Use simple 2-D shapes to create a 3-D form Texture Change the surface of a malleable material e.g. build a textured tile</p>	<p>Knowledge; 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]•</p> <p>Sculpture (papier mache)</p> <p>Skills; Sculpture Plan, design and make models from observation or imagination Join clay adequately and construct a simple base for extending and modelling other shapes Create surface patterns and textures in a malleable material Use papier mache to create a simple 3D object</p> <p>Sculpting- fruit, foods, bowls, etc...</p>	<p>Knowledge; 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]•</p> <p>Clay work, crayon art, photography</p> <p>Skills Sculpture Plan, design and make models from observation or imagination Join clay adequately and construct a simple base for extending and modelling other shapes Create surface patterns and textures in a malleable material Use papier mache to create a simple 3D object</p> <p>Sculpting potion bottles</p>	<p>Knowledge; 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]•</p> <p>3d sculpture Greek art and design</p> <p>Skills; Sculpture Shape, form, model and construct from observation or imagination Use recycled, natural and manmade materials to create sculptures Plan a sculpture through drawing and other preparatory work Develop skills in using clay inc. slabs, coils, slips, etc Produce intricate patterns and textures in a malleable media</p> <p>Sculpting Greek vases, pots, bowls</p>	<p>Knowledge to create sketch books to record their observations and use them to review and revisit ideas•</p> <p>Creating sketch books- observational drawings</p> <p>Experiment with wet media to make different marks, lines, patterns, textures and shapes. Explore colour mixing and blending techniques with coloured pencils. Use different techniques for different purposes i.e. shading, hatching within their own work. Start to develop their own style using tonal contrast and mixed media.</p> <p>Perspective and Composition Begin to use simple perspective in their work using a single focal point and horizon. Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. Show an</p>

	<p>shapes to create a 3-D form Texture Change the surface of a malleable material e.g. build a textured tile</p> <p>Vocabulary</p>					<p>awareness of how paintings are created ie. Composition</p>
	Splendid skies	Beat Band Boogie	Tribal Tales	Play List	Stargazers	A Child's War
Autumn 2	<p>Collage and painting</p> <p>Skills; Use a variety of tools and techniques including different brush sizes and types Mix and match colours to artefacts and objects Work on different scales Experiment with tools and techniques e.g. layering, mixing media, scrapping through Name different types of paint and their properties Colour Identify primary colours by name Mix primary shades and tones Texture Create textured paint by adding sand, plaster</p>	<p>Knowledge; to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space•</p> <p>Large scale painting</p> <p>Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk Control the types of marks made with the range of media</p> <p>Lines and marks Name, match and draw lines/marks from observations. Invent new lines. Draw on different surfaces with a range of media. Use differently textured and sized media. Shape Observe and draw shapes from observations. Draw shapes in between objects. Invent new shapes. Tone Investigate tone by drawing light/dark lines, light/dark patterns, light dark shapes etc.</p> <p>Texture Investigate textures by describing, naming, rubbing, copying.</p>	<p>Knowledge; 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]•</p> <p>Neolithic art, clay beakers, iron age jewellery</p> <p>Skills Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects Match the tool to the material Develop skills in stitching, cutting and joining Experiment with paste resist.</p>	<p>Music inspired art</p> <p>Digital art skills Record and collect visual information using digital cameras and video recorders Present recorded visual images using software e.g. Photostory, PowerPoint Use a graphics package to create images and effects with; Lines by controlling the brush tool with increased precision Changing the type of brush to an appropriate style e.g. charcoal Create shapes by making selections to cut, duplicate and repeat 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</p>	<p>Knowledge; 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]•</p> <p>Printing and design</p> <p>Create printing blocks by simplifying an initial sketch book idea Use relief or impressed method Create prints with three overlays Work into prints with a range of media e.g. pens, colour pens and paints</p>	

	Bright Lights Big City	Land Ahoy, Explorers	Pharos	Traiders and Raiders Anglo saxons	Traiders and Raiders; vikings	Frozen Kingdom
Spring 1	<p>Skills; Print with a range of hard and soft materials e.g. corks, pen barrels, sponge Make simple marks on rollers and printing palettes Take simple prints i.e. mono -printing Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils Build repeating patterns and recognise pattern in the environment Create simple printing blocks with press print Design more repetitive patterns Colour Experiment with overprinting motifs and colour Texture Make rubbings to collect textures and patterns</p> <p>Print a town scape</p>	<p>Create images from a variety of media e.g. photocopies material, fabric, crepe paper , magazines etc Arrange and glue materials to different backgrounds Sort and group materials for different purposes e.g. colour texture Fold, crumple, tear and overlap papers Work on different scales Colour Collect, sort, name match colours appropriate for an image Shape Create and arrange shapes appropriately Texture Create, select and use textured paper for an image</p>	<p>Knowledge; to create sketch books to record their observations and use them to review and revisit ideas•</p> <p>Drawing artefacts, headwear, hieroglyphic amulets</p> <p>Skills Experiment with ways in which surface detail can be added to drawings. Use sketchbooks to collect and record visual information from different sources. Draw for a sustained period of time at an appropriate level.</p> <p>Lines and Marks Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc. Experiment with different grades of pencil and other implements to create lines and marks.</p> <p>Form and Shape Experiment with different grades of pencil and other implements to draw different forms and shapes. Begin to show</p>	<p>Knowledge 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.</p> <p>Patterns and print making</p> <p>Skills Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects Match the tool to the material Develop skills in stitching, cutting and joining Experiment with paste resist.</p> <p>Printing Create printing blocks using a relief or impressed method Create repeating patterns Print with two colour overlays</p>	<p>Develop a painting from a drawing Carry out preliminary studies, trying out different media and materials and mixing appropriate colours Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music Colour Mix and match colours to create atmosphere and light effects Be able to identify primary secondary, complementary and contrasting colours Work with complementary colours</p>	<p>Knowledge 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.</p> <p>Photography printing clock printing</p> <p>Create printing blocks by simplifying an initial sketch book idea Use relief or impressed method Create prints with three overlays Work into prints with a range of media e.g. pens, colour pens and paints</p> <p>Present recorded visual images using software e.g. Photostory, PowerPoint Use a graphics package to create and manipulate new images Be able to Import an image (scanned, retrieved, taken) into a graphics package Understand that a digital image is created by layering Create layered images from original ideas (sketch books etc.)</p>

			<p>an awareness of objects having a third dimension.</p> <p>Tone Experiment with different grades of pencil and other implements to achieve variations in tone. Apply tone in a drawing in a simple way.</p> <p>Texture Create textures with a wide range of drawing implements. Apply a simple use of pattern and texture in a drawing.</p>			
	Paws Claws and whiskers	Street Detectives	Tremors	Blue Abyss	Alchemy Island	Tudors- Off with her head
Spring 2	<p>to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination• Talking about art; drawing model making painting sculpture animal masks</p> <p>Skills Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk Control the types of marks made with the range of media</p>	<p>Knowledge to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination• Famous local artists; drawing, painting, collaging views from the local area</p> <p>Skills Use a variety of tools and techniques including different brush sizes and types Mix and match colours to artefacts and objects Work on different scales Experiment with tools and techniques e.g. layering, mixing media, scrapping through Name different types of paint and their properties Colour Identify primary colours by name Mix primary shades and tones Texture Create</p>	<p>Knowledge; 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]•</p> <p>Sculpture Photography</p> <p>Skills Explore ideas using digital sources i.e. internet, CDRoms Record visual information using digital cameras, video recorders Use a simple graphics package to create images and effects with Lines by changing the size of brushes in response to</p>	<p>Knowledge; 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]•</p> <p>Observational drawings Clay sculptures, batik art</p> <p>Skills Printing Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects Match the tool to the material Develop skills in</p>	<p>Develop a painting from a drawing Carry out preliminary studies, trying out different media and materials and mixing appropriate colours Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music Colour Mix and match colours to create atmosphere and light effects Be able to identify primary secondary, complementary and contrasting colours Work with complementary colours</p>	<p>Knowledge; 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]•</p> <p>Portraits, sketching Tudor, 3d modelling</p> <p>Develop a painting from a drawing Carry out preliminary studies, trying out different media and materials and mixing appropriate colours Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music Colour Mix and match colours to create</p>

	<p>Lines and marks Name, match and draw lines/marks from observations. Invent new lines. Draw on different surfaces with a range of media. Use differently textured and sized media. Shape Observe and draw shapes from observations. Draw shapes in between objects. Invent new shapes. Tone Investigate tone by drawing light/dark lines, light/dark patterns, light dark shapes etc.</p> <p>Texture Investigate textures by describing, naming, rubbing, copying.</p>	<p>textured paint by adding sand, plaster</p>	<p>ideas Shapes using eraser, shape and fill tools Colours and Texture using simple filters to manipulate and create images Use basic selection and cropping tools</p>	<p>stitching, cutting and joining Experiment with paste resist.</p> <p>Drawing; Experiment with ways in which surface detail can be added to drawings. Use sketchbooks to collect and record visual information from different sources. Draw for a sustained period of time at an appropriate level.</p> <p>Lines and Marks Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc. Experiment with different grades of pencil and other implements to create lines and marks.</p> <p>Form and Shape Experiment with different grades of pencil and other implements to draw different forms and shapes. Begin to show an awareness of objects having a third dimension.</p>		<p>atmosphere and light effects Be able to identify primary secondary, complementary and contrasting colours Work with complementary colours</p>
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				<p>Tone Experiment with different grades of pencil and other implements to achieve variations in tone. Apply tone in a drawing in a simple way.</p> <p>Texture Create textures with a wide range of drawing implements. Apply a simple use of pattern and texture in a drawing.</p> <p>Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects Work on a range of scales e.g. thin brush on small picture etc. Create different effects and textures with paint according to what they need for the task. Colour Mix colours and know which primary colours make secondary colours Use more specific colour language Mix and use tints and shades</p>		
	Enchanted Woodland	Scented Garden	Mighty Metals	I am warrior	Scream Machine	Hola Mexico
Summer 1	Knowledge;	Knowledge	Knowledge;	Knowledge	Knowledge;	Knowledge; to create sketch books to record their observations

<p>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. Working with natural materials</p> <p>Drawing and painting</p> <p>Match and sort fabrics and threads for colour, texture, length, size and shape Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting Cut and shape fabric using scissors/snips Apply shapes with glue or by stitching Apply decoration using beads, buttons, feathers etc Create cords and plaits for decoration Colour Apply colour with printing, dipping, fabric crayons Create and use dyes i.e. onion skins, tea, coffee Texture Create fabrics by weaving</p>	<p>to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Sculpture, observational drawing</p> <p>Create images from a variety of media e.g. photocopies material, fabric, crepe paper , magazines etc Arrange and glue materials to different backgrounds Sort and group materials for different purposes e.g. colour texture Fold, crumple, tear and overlap papers Work on different scales Colour Collect, sort, name match colours appropriate for an image Shape Create and arrange shapes appropriately Texture Create, select and use textured paper for an image</p> <p>Print with a range of hard and soft materials e.g. corks, pen barrels, sponge Make simple marks on rollers and printing palettes Take simple prints i.e. mono -printing Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils Build repeating patterns and recognise pattern in the environment Create simple printing blocks with press print Design more repetitive patterns Colour Experiment with overprinting motifs and colour Texture Make rubbings to collect textures and patterns</p>	<p>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]*</p> <p>Embossed patterns and pictures</p> <p>Skills Create printing blocks using a relief or impressed method Create repeating patterns Print with two colour overlays</p>	<p>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]*</p> <p>Sculpture mosaic and jewellery</p> <p>Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures Use collage as a means of collecting ideas and information and building a visual vocabulary</p>	<p>To develop understanding about great artists, architects and designers in history.</p> <p>Photography and image editing</p> <p>Record, collect and store visual information using digital cameras, video recorders Present recorded visual images using software e.g. Photostory, PowerPoint Use a graphics package to create and manipulate new images Be able to Import an image (scanned, retrieved, taken) into a graphics package Understand that a digital image is created by layering Create layered images from original ideas (sketch books etc.)</p>	<p>and use them to review and revisit ideas*</p> <p>sketching Maya Art carving</p> <p>Use fabrics to create 3D structures Use different grades of threads and needles Experiment with batik techniques Experiment with a range of media to overlap and layer creating interesting colours and textures and effects</p>
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	materials i.e. grass through twigs, carrier bags on a bike wheel					
	Moon Zoom	Beach Combers	Urban Pioneers	Burps Bottoms and Bile	Beast Creator/Allotment	Blood Heart
Summer 2	<p>Knowledge to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Models of solar system</p> <p>Create images from a variety of media e.g. photocopies material, fabric, crepe paper, magazines etc Arrange and glue materials to different backgrounds Sort and group materials for different purposes e.g. colour texture Fold, crumple, tear and overlap papers Work on different scales Colour Collect, sort, name match colours appropriate for an image Shape Create and arrange shapes appropriately Texture Create, select and use textured paper for an image</p>	<p>Knowledge to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p>Sketch books; 3d modelling, sand art, sea scapes</p> <p>Match and sort fabrics and threads for colour, texture, length, size and shape Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting Cut and shape fabric using scissors/snips Apply shapes with glue or by stitching Apply decoration using beads, buttons, feathers etc Create cords and plaits for decoration Colour Apply colour with printing, dipping, fabric crayons Create and use dyes i.e. onion skins, tea, coffee Texture Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel</p>			<p>Knowledge to improve their mastery of art and design techniques drawing perspectives, botanical drawing/wire sculptures</p> <p>Work from a variety of sources including observation, photographs and digital images. Work in a sustained and independent way to create a detailed drawing. Develop close observation skills using a variety of view finders. Use a sketchbook to collect and develop ideas. Identify artists who have worked in a similar way to their own work.</p> <p>Lines, Marks, Tone, Form & Texture Use dry media to make different marks, lines, patterns and shapes within a drawing. Experiment with wet media to make different marks, lines, patterns, textures and shapes. Explore colour mixing and</p>	<p>Knowledge to improve their mastery of art and design techniques Modelling and sculpture abstract art</p> <p>Skills</p> <p>Shape, form, model and construct from observation or imagination Use recycled, natural and manmade materials to create sculptures Plan a sculpture through drawing and other preparatory work Develop skills in using clay inc. slabs, coils, slips, etc Produce intricate patterns and textures in a malleable media</p> <p>Add collage to a painted, printed or drawn background Use a range of media to create collages Use different techniques, colours and textures etc when designing and making pieces of work Use collage as a means of extending work from initial ideas Add collage to a painted, printed or drawn background Use a range of media to create collages Use different techniques,</p>

					<p>blending techniques with coloured pencils. Use different techniques for different purposes i.e. shading, hatching within their own work. Start to develop their own style using tonal contrast and mixed media.</p> <p>Perspective and Composition Begin to use simple perspective in their work using a single focal point and horizon. Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. Show an awareness of how paintings are created ie. Composition</p>	<p>colours and textures etc when designing and making pieces of work Use collage as a means of extending work from initial ideas</p>
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1• 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• to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space• 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 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.