

	Year 1 expected							
Drawing	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media			
Use a variety of media and tools to draw visual elements Draw from first hand experiences – objects / memory / imagination. Explore different kinds of lines – zig zag / wavy etc. Introduce vocabulary of marks – length, thickness, straight curved etc. Show how people feel in drawings ARTIST – Hiroshige / Lowry	Use a wide range of colour, mixing primary colours, shades and tints. Apply paint in different ways (brushes, fingers, sticks, combs, rollers etc). Add glue, sand etc to create texture. Name the primary and secondary colours. Look at a painting and give an opinion. ARTIST – Magritte / Kandinsky / Miro	Printing - Use a variety of objects to print with — exploring pattern and sequence, creating a repeating pattern. Make string block prints — mono printing. Impression in polystyrene. Use one or two colours. ARTIST - Andy Warhol Collage — Use a variety of materials to make free collages. Use different techniques such as tearing and cutting paper. Develop work for a purpose — animal, faces etc. ARTIST – Zandra Rhodes	Experiment with plasticine, clay and dough. Creating 3d junk models. Use tools to make marks on clay and different materials. Straw constructions. ARTIST – Anthony Caro	Sorting, feeling, discuss different fabrics and threads. Tye-dye. Use pens to add colour. Weaving paper. Design using Hessian. Lacing and threading activities. Discuss clothing for a purpose. (waterproof etc)	Record visual information using digital cameras, video recorders, iPads Use a simple graphics package to create images and effects			
		Year 1 challengir	g					
Drawing Use a sketch book to collect and gather art work	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media In a simple graphics package change use the effects to change size of brushes, create shapes			
	Challenge	e is delivered on an individual ba	sis during the art process.		and use fill tools.			

Year 2 expected							
Drawing	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media		



			Ø		0			
Experiment with line, space, tone and	Look at artists work and give an	Printing – Print by rolling, pressing	Make 3d sculptures of faces and	Discuss and look at patchwork.	Explore ideas using digital			
shape.	opinion.	rubbing or stamping.	heads.	Make a quilt.	sources			
Create observational drawings.	Look at how colour is applied.	Explore man made or natural objects.	Explore and make clay pots.	Discuss textiles – colour/texture.	Record visual information			
Draw in response to music or poetry.	Mix primary and secondary colours.	Begin to use overlapping and repeating	Use tools to create impressions	Changing fabric – dye/fabric	using digital cameras, video			
Use different sorts of pencils,	Mix brown.	patterns.	in more detail.	paints.	recorders, iPads			
chalk/charcoal, crayons etc.	Add black and white to create shades	Use stamping techniques.	Look at different sculptures –	Yarn wrappings	Use a simple graphics package			
Draw for different purposes.	of colours.	ARTIST - Escher	historical or cultural.		to create images and effects			
	Paint from memory or imagination.	<u>Collage</u> – Create large shared collages.	Wire sculptures.		with lines (changing size of			
	ARTISTS – Van Gogh/ Matisse /	Select paper and materials.	ARTIST – Henry Moore		brushes), Shapes (using shape			
	Mondrain	Look at work from other cultures.			and fill tools), Colours and			
		ARTIST – Matisse			Texture (using filters to			
					manipulate images)			
		Year 2 challengir	ng					
Drawing	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media			
Understand the basic use of a	Create a piece of art in				Use basic selection and			
sketchbook and work out ideas	response to an artist.				cropping tools			
for drawings.								
Draw for a sustained period of								
·								
time from real objects including								
single and grouped objects.								
	Challenge	e is delivered on an individual ba	asis during the art process.	1	ı			

	Year 3 expected						
Drawi	ing	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media	



	o								
Look at work of famous artists and	Mixing colours – colour wheels.	Printing – Make own printing blocks –	Explore clay techniques.	Learn embroidery stitches,	Use digital images and				
explore line, shape, tone for a purpose.	Mixing strips of colours (DIY stores).	using strung, texture, card, masking	Look at decorations on	combining sequins etc.	combine with other media in				
Begin to use lines to create movements,	Explore tertiary colours.	tape.	sculptures – pottery etc.	Experiment with coloured fabric	art.				
depth and shadow.	Use water colours.	Make 2 colour prints.	Explore 3d materials.	and add patterns.	Use IT to create art which				
Use a range of tools to enhance	Paint in the style of certain artists and	Use pressed prints.	Use tools to create effects on	Join ends of fabrics	includes their own work and				
drawings.	identify the techniques used by	Collage – Paper quilting (make given	materials eg sand paper on		work of others.				
Show facial expressions in art.	artists.	design and choose colours).	wood.		Record and collect visual				
Use sketches to produce a final piece of	Use colour to create a mood.	Make own patterns.	ARTIST – Donald Judd		information using digital				
art- plan, alter and refine drawings.	Use a range of brushes to create	Exploring contrasting colours squares.			cameras/ iPad				
Experiment with different grades of	different effects in painting.	Discuss contrasts, different shapes etc.			Present recorded images using				
pencil and other implements.	ARTISTS – Hiroshigo / Monet /	Black and white pictures.			software.				
ARTIST - Hokusai	Picasso]	ARTIST – Kandinsky							
		Year 3 challengir	ng .						
Drawing	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media				
Record information from	Abstract use of colours.				Use graphic packages to create				
different sources in sketch book					images and effects with Lines				
arrevent sources in sketch book					(controlling brush tool with				
					greater accuracy).				
					Change the type of brush to an				
					appropriate style.				
					Experiment with colours and				
					textures by making an				
					appropriate choice of special				
					effects and simple filters to				
					manipulate an image.				
	Challeng	I e is delivered on an individual ba	l sis during the art process						
	Challenge	c 13 activered off all illustrated ba	isis during the art process.						

	Year 4 expected						
Drawing	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media		
Making marks using different media to	Experiment with different effects and	Printing - Design and make t-shirts	Sculpt clay and mouldable	Explore techniques with fabrics ,	Integrate their own digital		
show texture.	textures.	carrier bags wrapping paper – printing	materials.	pleating, padding, gathering.	images into their art.		
Draw people in profile and become	Discuss painting marks, colours and	for purpose.	Model in response to drawing.	Create texture – using threads	Record and collect visual		
aware of scale, facial expression and	visual elements.	Look at historical patterns – Greek,	Observe artefacts and looking at	sequins etc.	information using digital		
body language.	Use visual elements to make images.	Roman.	techniques used – joining,	Weaving.	cameras/ iPad		
Explore and experiment with shading to	Create atmosphere and movement in	Develop range of printing techniques	coiling, pinching etc.	ARTIST – Kaffe Fassett	Present recorded images using		
create a 3d effect.	paintings through texture and choice	and explore new ideas (using at least 4	Decorate masks.		software.		
Show reflections in art.	of colours.	colours)	Using paper mache.		Use graphic packages to create		
Use sketch book independently.	Explain some features of art from		Life sized models.		images and effects with Lines		
ARTIST – Albrecht Durer	historical periods.						



	ARTISTS – Cezanne / Picasso / Gauguin	Collage – Explore paper and materials using different techniques - such as curling, pleating, overlapping etc. Develop cutting techniques to make repeating images. Develop work on limited colours to create patterns.	d		(controlling brush tool with greater accuracy). Change the type of brush to an appropriate style. Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate an image.
		Year 4 challengin	<u> </u>		
Drawing	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media
Make independent informed choices in drawing including paper and media. Alter and refine drawings. Use research to inspire drawings.			. ,		Create shapes by making sections to cut, duplicate and repeat.
	Challen	ge is delivered on an individual ba	sis during the art process.		,

Year 5 expected							
Drawing	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media		
Select tools for a purpose.	Work with a range of scales (thin	Printing - Revisit previous print making	Model in response to drawing	Create own fabric through	Use images created by		
Drawings to show depth, scale and	brush small paper).	techniques.	and painting.	weaving.	themselves, scanned and		
represent figures and movement.	Use the work of artists to gain ideas.	Explore prints in nature and	Look at modelling for a purpose.	Revisit previous techniques.	found altering where necessary		
Use different techniques to create	Use painting skills with greater	environment.	Making functional items.	Look at toys and puppets.	to create art.		
texture in drawings.	confidence.	Print on prepared surfaces.	Modelling animal and human	Soft sculptures.	Record, collect and store visual		
Use simple ways to introduce	Apply a variety of paint in different	Block printing.	forms.	Develop own designs.	information using digital		
perspective.	ways to create desired effect.	Create accurate print following a	ARTISTS – Bernard Leach / Shoji	Work from photographs.	cameras, video recorders, Ipad		
Identify how artists have used line,	ARTISTS – Dali / Michealangelo	criteria.	Hamada	ARTIST – Claes Oldenburg	Present recorded visual images		
shape, tone for a purpose.		Collage – Develop work to convey			using software (photo-story).		
		contrast.					



			U		<i>U</i>
Use shading to create mood and feeling. ARTIST – Henri Toulouse Lautrec		Explore opposites – rough/smooth dark/light plain/pattern. Develop observational drawings. ARTIST – Matisse			
		Year 5 challengir	ng		·
Drawing	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media
Work in a sustained and independent way from observation, experience and imagination.	Ü				Use a graphics package to create and manipulate new images. To import an image (scanned) into a graphics package
	Challen	ge is delivered on an individual ba	sis during the art process.		

Year 6 expected							
Drawing	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media		
Draw for a purpose, illustrations in a book. Look at how artists reflect social, historical, personal feelings through use of different effects. Make decisions as work progresses. Show a greater emphasis to detail – facial expressions, detail in clothing etc. ARTISTS – Leonardo da Vinci / Lichtenstein / Lowry / Warhol	Discuss colour likes and dislikes. Colour to convey a mood. Explore opposites in terms of paint - Warm/cold colours dark/light joy/sadness. Explore landscapes. Recognise artist and their styles of work. ARTISTS – Rembrandt / Khalo / Gauguin	Printing – Revisit printing techniques. Screen printing. Lino-printing – positive or negative images. Links with other cultures Africa / India etc. Over print to create different patterns. ARTIST – John Muafangejo Collage – Adding collage to enhance and inform drawings and paintings. Photomontage. Explore veiling and layering to create depth. ARTIST – Chagall	Collecting memorabilia in different forms. Construct in response to imaginary form. Use clay etc to express thoughts, feelings, ideas. ARTIST - Antony Gormley	Printing and painting on cloth. Soft sculptures. Design and make objects using previous skills. Explore techniques – pleating, sewing tassels etc.	Use a range of 3 resources to create art Record, collect and store visual information using digital cameras, video recorders, iPad Present recorded visual images using software (photo-story). To import an image (scanned) into a graphics package. Use a graphics package to create and manipulate new images		



		Year 6 challengi	ng		
Drawing	Painting	Printing / Collage	Sculpture / 3d	Textiles	Digital media
					Understand that a digital image is created by layering. To create layered images from original ideas.
	Challeng	e is delivered on an individual b	asis during the art process.		