	Making Skills							
	Year 1	Year 2	Year 3	Year 4	Year 5	<u>Year 6</u>		
Drawing	Explore mark making, experiment with drawing lines and use 2D shapes to draw.	Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials.	Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media.	Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing	Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line.	Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.		
<u>Painting</u>	Develop skill and control when painting. Paint with expression.	Further improve skill and control when painting. Paint with creativity and expression.	Increase skill and control when painting. Apply greater expression and creativity to own paintings.	Develop skill and control when painting. Paint with expression. Analyse painting by artists.	Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression.	Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.		
Craft, design, materials and techniques	Learn a range of materials and techniques such as clay, sketching, printing and collage.	Use a range of materials to design and make products including craft, weaving, printmaking, sculpture and clay.	Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products.	Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to	n.a.	Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms.		

				display and		
				present work		
		I	Genera	ling ideas	L	L
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Sketchbooks	Use sketchbooks through teacher modelling. Use sketchbooks to record thoughts and ideas and to experiment with materials.	Use sketchbooks more effectively through further teacher modelling. Use sketchbooks to record thoughts and ideas and to experiment with materials.	Use sketchbooks to generate ideas and record thoughts and observations. Make records of visual experiments.	Use sketchbooks for planning and refining work, to record observations and ideas and developing skill and technique	Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in sketchbooks.	Make personal investigations and record observations in sketchbooks. Record experiments with media and try out new techniques and processes in sketchbook
Creating original artwork	Explore and create ideas for purposes and intentions.	Use artist sources to develop their own original artwork. Gaining inspiration for artwork from the natural world.	Create personal artwork using the artwork of others to stimulate them.	Use literary sources to inspire art. Express thoughts and feelings through the tactile creation of art. Manipulate materials to achieve desired effects.	Express thoughts and feelings about familiar products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes	Develop personal, imaginative responses to a theme. Produce personal interpretations of cherished objects, show thoughts and feelings through pattern, create imaginative 3D forms to create meaning.

			<u>Formal</u>	Represent ideas from multiple perspectives.		Express ideas about art through messages, graphics, text and images.
	<u>Year 1</u>	<u>Year 2</u>	<u>Year 3</u>	<u>Year 4</u>	<u>Year 5</u>	<u>Year 6</u>
<u>Colour</u>	Remember the primary colours and how to mix them to create secondary colours. Create shades of a colour and choose and justify colours for purpose.	Mix, apply and refine colour mixing for purpose using wet and dry media. Describe their colour selections.	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.	Analyse and describe colour and painting techniques in artists work. Manipulate colour for print.	Select and mix more complex colours to depict thoughts and feelings.	Mix and apply colours to represent still life objects from observation. Express feelings and emotions through colour. Study colours used by Impressionist painters.
<u>Form</u>	Learn about form and space through making sculptures and developing language.	Extend their practical ability to create 3D sculptural forms and begin to understand how to represent form when drawing.	Further develop their ability to describe 3D form in a range of materials, including drawing.	Develop their ability to describe and model form in 3D using a range of materials. Analyse and describe how artists use and	Further extend their ability to describe and model form in 3D using a range of materials.	Express and articulate a personal message through sculpture. Analyse and study artists' use of form.

				apply form in their work.		
<u>Line</u>	Use, express and experiment with line for purpose, then use appropriate language to describe lines	Draw lines with increased skill and confidence. Use line for expression when drawing portraits.	Express and describe organic and geometric forms through different types of line.	Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.	Extend and develop a greater understanding of applying expression when using line	Deepen knowledge and understanding of using line when drawing portraits. Develop greater skill and control. Study and apply the techniques of other artists.
<u>Pattern</u>	Understand patterns in nature, design and make patterns in a range of materials.	Learn a range of techniques to make repeating and non-repeating patterns. Identify natural and man-made patterns. Create patterns of their own.	Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern.	Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern.	Construct patterns through various methods to develop their understanding.	Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern.
<u>Shape</u>	Identify, describe and use shape for purpose.	Compose geometric designs by adapting the work of other	Identify, draw and label shapes within images and objects.	Create geometric compositions using mathematical shapes.	Composing original designs by adapting and synthesising the work of others.	Fluently sketch key shapes of objects when drawing.

	<u>Year 1</u>	Year 2	<u>Year 3</u>	<u>Year 4</u>	<u>Year 5</u>	<u>Year 6</u>
			Knowledg	ge of Artists		
		create form when drawing.	simple shading rules.	Understand tone in more depth to create 3D effects. Analyse and describe use of tone in artists' work.	objects when drawing. Analyse artists' use of tone.	highlight and shadow. Manipulate tone for halo and chiaroscuro techniques.
<u>Tone</u>	Understand what tone is and how to apply this to their own work.	Experiment with pencils to create tone. Use tone to	Develop skill and control when using tone. Learn and use	Use a variety of tones to create different effects.	Develop an increasing sophistication when using tone to describe	Increase awareness of using tone to describe light and shade, contrast,
<u>Texture</u>	Use materials to create textures.	Identify and describe different textures. Select and use appropriate materials to create textures.	Analyse and describe texture within artists' work.	Analyse and describe texture within artists' work.	Using texture within drawings to show careful observation and understanding of illustrating different surfaces.	Explore art through a range of different textural mediums.
		artists to suit their own ideas.	Create and form shapes from 3D materials.	Analyse and describe the use of shape in artist's work.	Analyse and evaluate artists' use of shape	Create abstract compositions using knowledge of other artists' work.

Artists,	Beatriz Milhazes	Max Ernst	Diego Velazquez	Luz Perez	Hundertwasser	Claude Monet
craftspeople,	(Abstract)	(Frottage) Ed	(Tone)	Ojeda Paul	Banksy	William Morris
designers	Bridget Riley	Ruscha	Puppets	Cezanne	John Singer	Edward Hopper
<u>uesigners</u>	(Drawing)	(Shading, Tone)	Prehistoric Artists	Giorgio	Sargent E	Kathe Kollwitz
	David Hockney	Clarice Cliff		Morandi David	Magdalene	Pablo Picasso
	and Vija	(Design) Nancy		Hockney Paula	Odundo Dominic	Mark Wallinger
	Celmins	McCrosky		Rego Edward	Wilcox	
	(Drawing)	(Mural)		Hopper Pieter	Paul Klee	
	Louis Wain	Julian Opie		Brueghel Fiona	Rorschach	
	(Movement)	(Portraits)		Ra Giuseppe		
	Kandinsky,	,		Arcimboldo		
	Bernal,			Sokari Douglas		
	Bolotowsky			Camp Barbara		
	(Shape and			Hepworth		
	Colour)					
	Vincent Van					
	Gogh (Texture)					
	Jasper Johns					
	(Painting)					
	Renoir, Sorolla,					
	Kroyer					
	(Landscape)					
		T		<u>vating</u>		
	<u>Year 1</u>	<u>Year 2</u>	<u>Year 3</u>	<u>Year 4</u>	<u>Year 5</u>	<u>Year 6</u>
<u>Identifying</u>	Recognise and	Compare	Discuss own and	Build a more	Develop a	Use the language
<u>similarities</u>	describe key	other's work,	other's work	complex	greater	of art with greater
<u>and</u>	features of their	identifying	using an	vocabulary	understanding of	sophistication
<u>differences</u>	own and other's	similarities and	increasingly	when .	vocabulary when	when discussing
to others'	work.	differences	sophisticated	discussing your	discussing their	own and others
work			use of art	own and	own and others'	art.
			language	others' art.	work	
			(formal			
			elements).			

Reflecting	Describe what	Describe	Reflecting on	Reflecting on	Regularly	Give reasoned
	they feel about	choices and	their own work in	their own work	analysing and	evaluations of
	their work and	preferences	order to make	in order to	reflecting on their	their own and
	the art of others.	using the	improvements.	make	intentions and	others work which
		language of art.		improvements	choices	takes account of
						context and
						intention.