

Art and Design

INTENT:

At All Saints, by nurturing hearts and inspiring minds, we encourage all pupils to shine in everything they do in Art.

Here, at All Saints, we value and are dedicated to the teaching of Art. We see this as a fundamental part of our school vision to nurture hearts and inspire minds and are therefore committed to providing an 'Arts Rich Curriculum' for our children.

We believe that a high quality art, craft and design education is essential for personal, social, moral, spiritual, cultural and creative development. We believe art, craft and design education prepares children for life in modern Britain and within international communities through study that promotes tolerance and respect, and social, spiritual, moral, and cultural understanding. We believe that an art, craft and design education enables children to become well-rounded, well-prepared learners and leaders.

IMPLEMENTATION:

All Saint's art and design scheme of learning is designed with five strands that run throughout. These are:

- Generating ideas
- Using sketchbooks
- Making skills, including formal elements (line, shape, tone, texture, pattern, colour)
- Knowledge of artists
- Evaluating and analysing

Units of lessons are sequential, allowing our children to build their skills and knowledge, applying them to a range of outcomes. The formal elements, a key part of the national curriculum, are also woven throughout units. Key skills are revisited again and again with increasing complexity in a spiral curriculum model. This allows our children to revise and build on their previous learning. Units in each year group are organised into four core areas:

- Drawing
- Painting and mixed-media
- Sculpture and 3D
- Craft and design

Our National curriculum mapping shows which of our units cover each of the National curriculum attainment targets as well as each of the strands.

Our Progression of skills and knowledge shows the skills that are taught within each year group and how these skills develop to ensure that attainment targets are securely met by the end of each key stage. It also shows how knowledge builds in the formal elements of Art.



Our units fully scaffold and support age appropriate sequenced learning, and are flexible enough to be adapted to form cross-curricular links with your own school's curriculum. Creativity and independent outcomes are robustly embedded into our units, supporting students in learning how to make their own creative choices and decisions, so that their art outcomes, whilst still being knowledge-rich, are unique to the pupils.

Lessons are always practical in nature and encourage experimental and exploratory learning with pupils using sketchbooks to document their ideas. Differentiated guidance is available for every lesson to ensure that lessons can be accessed and enjoyed by all pupils and opportunities to stretch pupils' learning are available when required. Knowledge organisers for each unit support pupils by providing a highly visual record of the key knowledge and techniques learned, encouraging recall of skills processes, key facts and vocabulary.

All Saints supports teachers who may lack confidence in their own artistic abilities. Pupil videos created by subject specialists help pupils to see art techniques modelled by experts, to ensure the delivery of Art is of the highest quality. Each unit of lessons includes multiple teacher videos to develop subject knowledge and support ongoing CPD. The All Saints scheme of work has been created with the understanding that many teachers do not feel confident delivering the full Art and design curriculum and every effort has been made to ensure that they feel supported to deliver lessons of a high standard that ensure pupil progression.

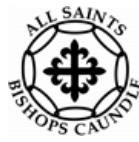
Art and design is taught termly in discrete lessons. Wherever possible, cross-curricular opportunities are pursued in order to enrich children's learning. After school art clubs are offered during the year as well as an annual Summer Art Exhibition. Class teachers are usually responsible for teaching art, although there will be times when professional artists/helpers will be involved in the teaching of the topic. We take every opportunity to develop links with outside agencies and experts, including the local high school, in order to enrich our Art provision.

IMPACT:

All Saints Primary's curriculum is designed in such a way that children are involved in the evaluation, dialogue and decision making about the quality of their outcomes and the improvements they need to make. By taking part in regular discussions and decision-making processes, children will not only know facts and key information about art, but they will be able to talk confidently about their own learning journey, have higher metacognitive skills and have a growing understanding of how to improve.

The impact of All Saints' scheme is consistently monitored through both formative and summative assessment opportunities. Each lesson includes guidance to support teachers in assessing pupils against the learning objectives.

After the implementation of All Saints' art and design scheme, our children should leave primary school equipped with a range of techniques and the confidence and creativity to form a strong foundation in art and design.



The expected impact of following the All Saints art and design scheme of work is that children will:

- Produce creative work, exploring and recording their ideas and experiences.
- Be proficient in drawing, painting, sculpture and other art, craft and design techniques.
- Evaluate and analyse creative works using subject-specific language.
- Know about great artists and the historical and cultural development of their art.
- Meet the end of key stage expectations outlined in the national curriculum for Art and design.

An evidence record will be kept of the KS2 children's experiences and progress in Art and design in the form of sketchbooks and photographs stored digitally. For KS1 and early years, an evidence record will be kept of the children's experiences and progress in Art and design in the form of a class book, end of unit folder and photographs stored digitally. Using our progression of skills and knowledge document teachers are able to accurately assess the level of the children's work. Attainment and progress is tracked using our whole school data programme.

SMSC

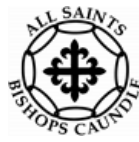
(to be developed in all lessons)

Spiritual: Explore beliefs and experience; respect faiths, feelings and values; enjoy learning about oneself, others and the surrounding world; use imagination and creativity; reflect.

Moral: Recognise right and wrong; respect the law; understand consequences; investigate moral and ethical issues; offer reasoned views.

Social: Use a range of social skills; participate in the local community; appreciate diverse viewpoints; participate, volunteer and cooperate; resolve conflict; engage with the '**British values**' of democracy, the rule of law, liberty, respect and tolerance.

Cultural: Appreciate cultural influences; appreciate the role of Britain's parliamentary system; participate in culture opportunities; understand, accept, respect and celebrate diversity.



BRITISH VALUES **(to be developed in all lessons)**

The teaching of art and design offers an unique opportunity to explore the evolution of the core british values in the creating and viewing of art. Children will have the opportunity to:

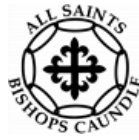
Democracy - Take into account the views of others in shared activities; vote for outcomes.

The Rule of Law - Undertake safe practices, following class rules during projects and activities for the benefit of all; understand the consequences if rules are not followed.

Individual Liberty - Work within boundaries to make safe choices in art and design; make own choices within art and design projects.

Tolerance - Experience and talk about art and design work from different cultures and religious beliefs; use art and design pieces to learn about different faiths and cultures around the world

Mutual Respect - To behave appropriately allowing all participants the opportunity to work effectively; review each other's work respectfully; work together on projects, help and advice others; experience different festivals, traditions and celebrations through art and design



National curriculum mapping

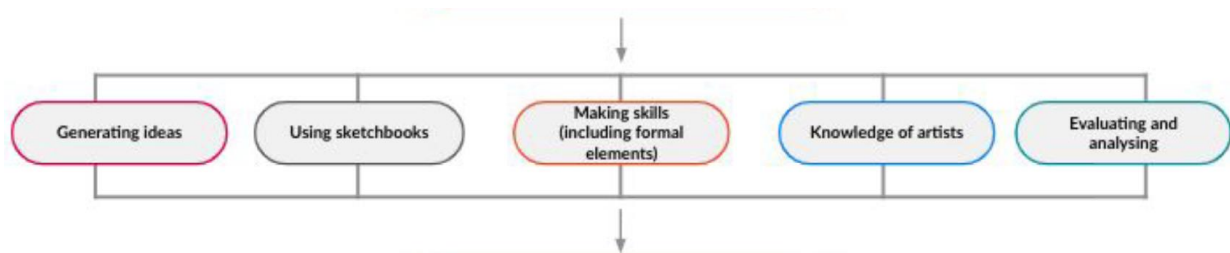
Kapow Primary offers full coverage of the KS1 and KS2 Art and design curriculum.

Our Revised Art and design scheme (September 2022 onwards) offers a holistic and sequenced teaching of the national curriculum, every unit

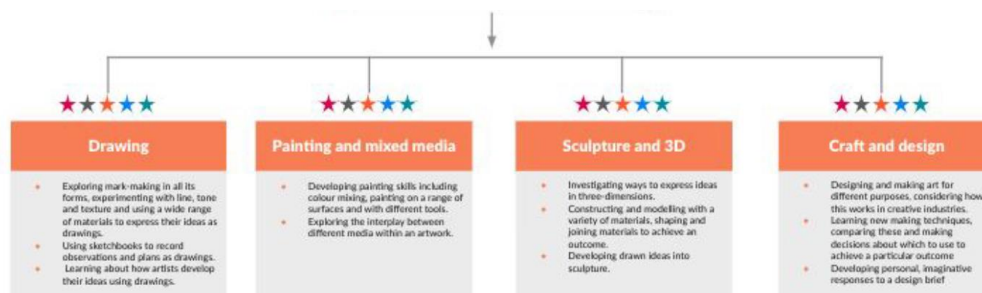
works towards all of the end of key stage attainment targets.

This document also shows which Early Learning Goals and Development matters statements our Art and design units work towards.

National curriculum aims for art and design



All Saints scheme of work



Sequential lessons

The Art and design scheme has units divided into four core areas, repeated in each year group. This provides teachers with greater clarity over knowledge and skills progression within the four areas. Teachers can feel confident that children are given opportunities to develop mastery by revisiting core subject knowledge and applying that knowledge practically in a range of contexts with growing complexity.

A broad and balanced curriculum

The units within the revised scheme are designed so that children experience the fundamentals of art through broad and balanced units, including exploration of the work of a wide range of artists and makers. Units guide pupils in the skills required to explore, analyse and discuss art. They are encouraged to combine their knowledge of what constitutes 'art', specific artists and techniques with their own experiences to evaluate artworks and to inform their own creative practices.



Each unit works towards all of the National curriculum attainment targets. This allows pupils to develop their knowledge and skills around the formal elements in a holistic way.

A variety of outcomes for units

The revised scheme encourages autonomy, with a greater emphasis on children developing their creativity through experimentation and individual responses. Units provide flexible options, enabling links to other topics and resulting in more creative outcomes.

Application of skills and knowledge

There is an emphasis on developing children's use of sketchbooks throughout the revised scheme to apply skills and knowledge. Lessons provide opportunities to engage with sketchbooks throughout the whole process of creating art, including practising techniques learned as well as developing and evaluating their ideas towards an outcome.

Early years outcomes units

Early Years Foundation Stage (Reception) Kapow Primary's units	Early years outcomes: Prime Areas Development Matters 2021 statements Early Learning Goals	Early years outcomes: Specific Areas Development Matters 2021 statements Early Learning Goals	Characteristics of effective learning
Drawing: Marvellous marks	Physical development -Develop small motor skills so that they can use a range of tools competently, safely and confidently. -Develop overall body-strength, balance, co-ordination and agility. -Develop the foundations of a handwriting style which is fast, accurate and efficient. -ELG: Fine Motor Skills> Use a range of small tools, including scissors, paint brushes and cutlery. -ELG: Fine Motor Skills> Begin to show accuracy and care when drawing.	Expressive Arts and Design -Explore, use and refine a variety of artistic effects to express ideas and feelings. -ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	✓ Playing and Exploring
Painting and mixed media: Paint my world	Physical development -Develop small motor skills so that they can use a range of tools competently, safely and confidently. -ELG: Fine Motor Skills> Begin to show accuracy and care when drawing. -ELG: Use a range of small tools, including scissors, paint brushes and cutlery.	Expressive Arts and Design -Explore, use and refine a variety of artistic effects to express ideas and feelings. -Listen attentively, move to and talk about music, expressing their feelings and responses. -Create collaboratively, sharing ideas, resources and skills. -ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. -ELG: Creating with materials> Share their creations, explaining the process they have used.	✓ Playing and Exploring



Early Years Foundation Stage (Reception) Kapow Primary's units	Early years outcomes: Prime Areas Development Matters 2021 statements Early Learning Goals	Early years outcomes: Specific Areas Development Matters 2021 statements Early Learning Goals	Characteristics of effective learning
Sculpture and 3D: Creation station	Physical development -Develop small motor skills so that they can use a range of tools competently, safely and confidently. -Develop overall body-strength, balance, co-ordination and agility. -Develop the foundations of a handwriting style which is fast, accurate and efficient. -ELG: Use a range of small tools, including scissors, paint brushes and cutlery. -ELG: Begin to show accuracy and care when drawing	Expressive Arts and Design -Explore, use and refine a variety of artistic effects to express ideas and feelings. -Return to and build on their previous learning, refining ideas and developing their ability to represent them. -ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. -ELG: Creating with Materials> Share their creations, explaining the process they have used.	✓ Playing and Exploring
Craft and design: Let's get crafty	Physical development -Develop small motor skills so that they can use a range of tools competently, safely and confidently. -ELG: Use a range of small tools, including scissors, paint brushes and cutlery. -ELG: Begin to show accuracy and care when drawing	Expressive Arts and Design -Explore, use and refine a variety of artistic effects to express ideas and feelings. -Return to and build on their previous learning, refining ideas and developing their ability to represent them. -ELG: Creating with materials> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	✓ Playing and Exploring ✓ Active Learning

National curriculum by Kapow Primary's themes and units

Key Stage 1 - National curriculum Art and design content Pupils should be taught:	Kapow Primary topics Key stage 1 - Year 1			
	Drawing	Painting and mixed media	Sculpture and 3D	Craft and design
	Make your mark	Colour splash	Paper play	Woven wonders
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	✓	✓	✓	✓



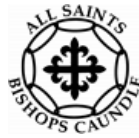
Key Stage 2 - National curriculum Art and design content Pupils should be taught:	Kapow Primary topics Key stage 2 - Year 3			
	Drawing	Painting and mixed media	Sculpture and 3D	Craft and design
	Growing artists	Prehistoric painting	Abstract shape and space	Ancient Egyptian scrolls
To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	✓	✓	✓	✓
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.	✓	✓	✓	✓

Key Stage 2 - National curriculum Art and design content Pupils should be taught:	Kapow Primary topics Key stage 2 - Year 4			
	Drawing	Painting and mixed media	Sculpture and 3D	Craft and design
	Power prints	Light and dark	Mega materials	Fabric of nature
To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	✓	✓	✓	✓
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.	✓	✓	✓	✓



Key Stage 2 - National curriculum Art and design content Pupils should be taught:	Kapow Primary topics Key stage 2 - Year 5			
	Drawing	Painting and mixed media	Sculpture and 3D	Craft and design
	I need space	Portraits	Interactive installation	Architecture
To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	✓	✓	✓	✓
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.	✓	✓	✓	✓

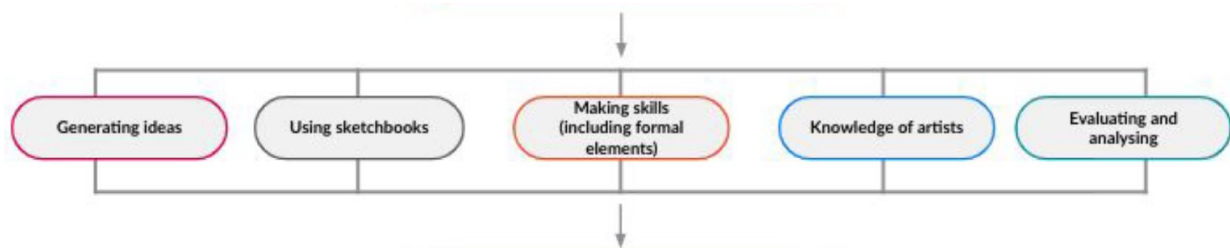
Key Stage 2 - National curriculum Art and design content Pupils should be taught:	Kapow Primary topics Key stage 2 - Year 6			
	Drawing	Painting and mixed media	Sculpture and 3D	Craft and design
	Make my voice heard	Artist study	Making memories	Photo opportunity
To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	✓	✓	✓	✓
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.	✓	✓	✓	✓



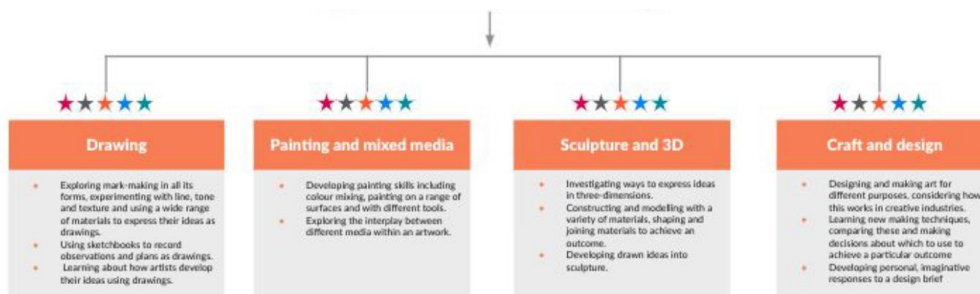
Progression of skills and knowledge

How is the Art and design schem of work organised?

National curriculn aims for art and design

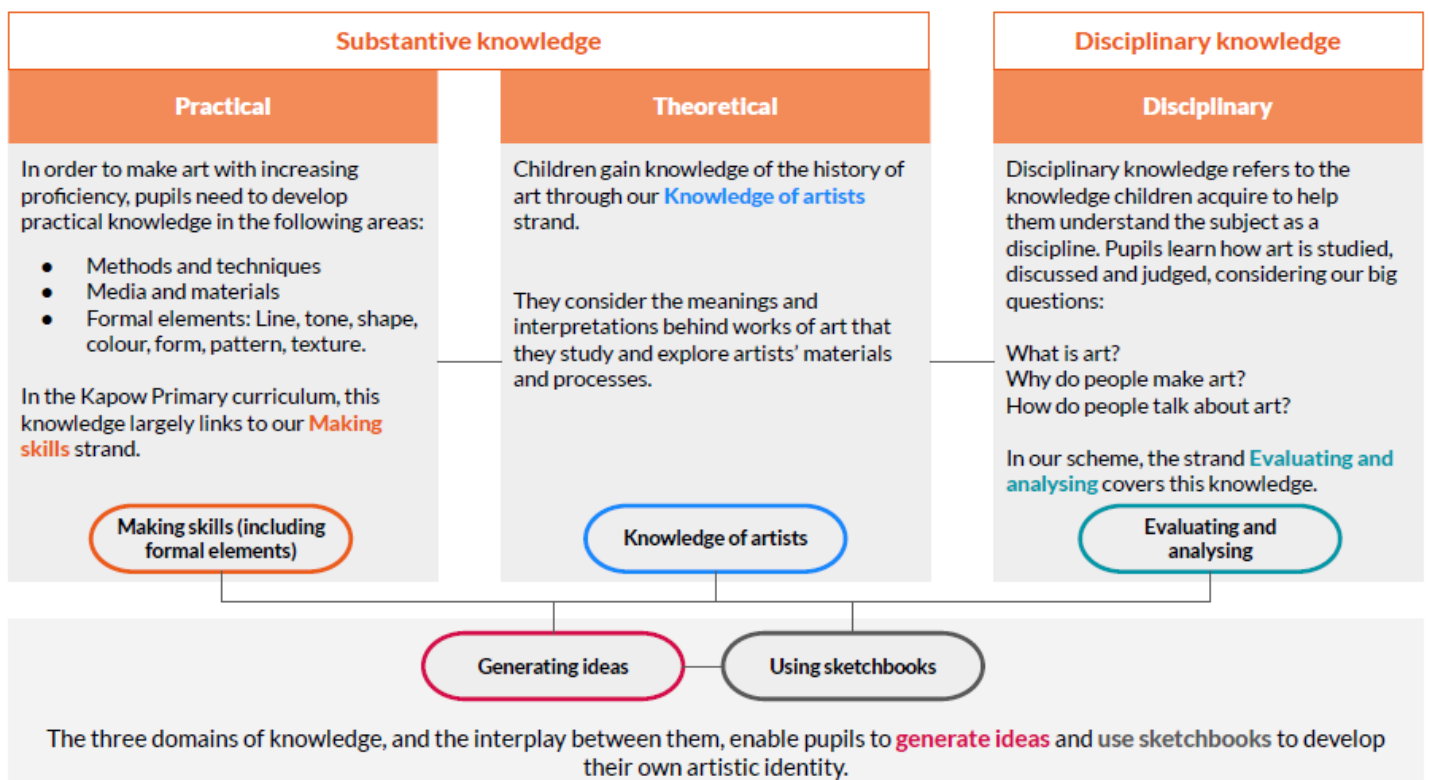


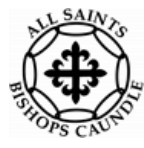
All Saints scheme of work



Types of knowledge in Art and design

The Ofsted research review series: Art and design, states that 'pupils make progress in the art curriculum when they build practical, theoretical and disciplinary knowledge and learn the connections between them.' This page aims to show how the our curriculum and our strands achieve this.







Progression of knowledge and skills

Making skills (including formal elements)

Drawing			
	EYFS: Reception	Year 1	Year 2
Methods, techniques, media and materials	Pupils know		
	How to: <ul style="list-style-type: none"> Explore mark making using a range of drawing materials. Investigate marks and patterns when drawing. Identify similarities and difference between drawing tools. Investigate how to make large and small movements with control when drawing. Practise looking carefully when drawing. Combine materials when drawing. 	<ul style="list-style-type: none"> That a continuous line drawing is a drawing with one unbroken line. Properties of drawing materials eg: which ones smudge, which ones can be erased, which ones blend. How to: <ul style="list-style-type: none"> Hold and use drawing tools in different ways to create different lines and marks. Create marks by responding to different stimulus such as music. Overlap shapes to create new ones. Use mark making to replicate texture. Look carefully to make an observational drawing. Complete a continuous line drawing. 	<ul style="list-style-type: none"> How different marks can be used to represent words and sounds. That a combination of materials can achieve the desired effect. That charcoal is made from burning wood. How to: <ul style="list-style-type: none"> Use different materials and marks to replicate texture. Manipulate materials and surfaces to create textures. Eg scratching with tools or blending with fingers. Use marks and lines to show expression on faces. Make a concertina book. Use drawing to tell a story. Use charcoal to avoid snapping and to achieve different types of lines. Use drawing pens.
	So that they can:		
	Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome. Begin to develop observational skills (for example, by using mirrors to include the main features of faces)	Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures. Make choices about which materials to use to create an effect. Develop observational skills to look closely and reflect surface texture.	Further demonstrate increased control with a greater range of media. Make choices about which materials and techniques to use to create an effect. Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.

*See skills progression [here](#).

Progression of knowledge

Making skills (including formal elements)

Drawing				
	Year 3	Year 4	Year 5	Year 6
Methods, techniques, media and materials	Pupils know			
	How to: <ul style="list-style-type: none"> Use shapes identified within in objects as a method to draw. Create tone by shading. Achieve even tones when shading. Make texture rubbings. Create art from textured paper. Hold and use a pencil to shade. Tear and shape paper. Use paper shapes to create a drawing. Use drawing tools to take a rubbing. Make careful observations to accurately draw an object. Create abstract compositions to draw more expressively. 	How to: <ul style="list-style-type: none"> Use pencils of different grades to shade and add tone. Hold a pencil with varying pressure to create different marks. Use observation and sketch objects quickly. Draw objects in proportion to each other. Use charcoal and a rubber to draw tone. Use scissors and paper as a method to 'draw'. Make choices about arranging cut elements to create a composition. Create a wax resist background. Use different tools to scratch into a painted surface to add contrast and pattern. Choose a section of a drawing to recreate as a print. Create a monoprint. 	<ul style="list-style-type: none"> What print effects different materials make. How to: <ul style="list-style-type: none"> Analyse an image that considers impact, audience and purpose. Draw the same image in different ways with different materials and techniques. Make a collagraph plate. Make a collagraph print. Develop drawn ideas for a print. Combine techniques to create a final composition. Decide what materials and tools to use based on experience and knowledge. 	<ul style="list-style-type: none"> Gestural and expressive ways to make marks. Effects different materials make. The effects created when drawing into different surfaces How to: <ul style="list-style-type: none"> Use symbolism as a way to create imagery. Combine imagery into unique compositions. Achieve the tonal technique called chiaroscuro. Make handmade tools to draw with. Use charcoal to create chiaroscuro effects.
	So that they can:			
	Confidently use of a range of materials and tools, selecting and using these appropriately with more independence. Use hands and tools confidently to cut, shape and join materials for a purpose. Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form and proportion.	Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D effects. Use growing knowledge of different materials, combining media for effect. Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.	Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists. Combine a wider range of media, eg photography and digital art effects. Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.	Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently. Combine materials and techniques appropriately to fit with ideas. Work in a sustained way over several sessions to complete a piece.

See skills progression [here](#).



Progression of knowledge and skills

Making skills (including formal elements)

Painting and mixed media			
EYFS: Reception		Year 1	Year 2
Methods, techniques, media and materials	Pupils know how to:		
	<ul style="list-style-type: none"> Explore paint, using hands as a tool. Describe colours and textures as they paint. Explore what happens when paint colours mix. Make natural painting tools. Investigate natural materials eg paint, water for painting. Explore paint textures, for example mixing in other materials or adding water. Respond to a range of stimuli when painting. Use paint to express ideas and feelings. Explore colours, patterns and compositions when combining materials in collage. 	<ul style="list-style-type: none"> Combine primary coloured materials to make secondary colours. Mix secondary colours in paint. Choose suitable sized paint brushes. Clean a paintbrush to change colours. Print with objects, applying a suitable layer of paint to the printing surface. Overlap paint to mix new colours. Use blowing to create a paint effect. Make a paint colour darker or lighter (creating shades) in different ways eg adding water, adding a lighter colour. 	<ul style="list-style-type: none"> Mix a variety of shades of a secondary colour. Make choices about amounts of paint to use when mixing a particular colour. Match colours seen around them. Create texture using different painting tools. Make textured paper to use in a collage. Choose and shape collage materials eg cutting, tearing. Compose a collage, arranging and overlapping pieces for contrast and effect. Add painted detail to a collage to enhance/improve it.
	So that they can:		
	<p>Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome.</p>	<p>Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures.</p> <p>Make choices about which materials to use to create an effect.</p>	<p>See skills progression here</p> <p>Further demonstrate increased control with a greater range of media.</p> <p>Make choices about which materials and techniques to use to create an effect.</p> <p>Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.</p> <p>Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.</p>



Progression of knowledge and skills

Making skills (including formal elements)

Painting and mixed media				
	Year 3	Year 4	Year 5	Year 6
Methods, techniques, media and materials	Pupils know how to:			
	<ul style="list-style-type: none"> Use simple shapes to scale up a drawing to make it bigger. Make a cave wall surface. Paint on a rough surface. Make a negative and positive image. Create a textured background using charcoal and chalk. Use natural objects to make tools to paint with. Make natural paints using natural materials. Create different textures using different parts of a brush. Use colour mixing to make natural colours. 	<ul style="list-style-type: none"> Mix a tint and a shade by adding black or white. Use tints and shades of a colour to create a 3D effect when painting. Apply paint using different techniques eg. stippling, dabbing, washing. Choose suitable painting tools. Arrange objects to create a still life composition. Plan a painting by drawing first. Organise painting equipment independently, making choices about tools and materials. 	<ul style="list-style-type: none"> Develop a drawing into a painting. Create a drawing using text as lines and tone. Experiment with materials and create different backgrounds to draw onto. Use a photograph as a starting point for a mixed-media artwork. Take an interesting portrait photograph, exploring different angles. Adapt an image to create a new one. Combine materials to create an effect. Choose colours to represent an idea or atmosphere. Develop a final composition from sketchbook ideas. 	<ul style="list-style-type: none"> Use sketchbooks to research and present information. Develop ideas into a plan for a final piece. Make a personal response to the artwork of another artist. Use different methods to analyse artwork such as drama, discussion and questioning.
	So that they can:			
	<p>Confidently use a range of materials and tools, selecting and using these appropriately with more independence.</p> <p>Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form and proportion.</p>	<p>Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D effects.</p> <p>Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.</p>	<p>Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.</p> <p>Combine a wider range of media, eg. photography and digital art effects.</p> <p>Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.</p>	<p>Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.</p> <p>Combine materials and techniques appropriately to fit with ideas.</p> <p>Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art.</p>

Progression of knowledge and skills

Making skills (including formal elements)

Sculpture and 3D			
	EYFS: Reception	Year 1	Year 2
Methods, techniques, media and materials	Pupils know how to:		
	<ul style="list-style-type: none"> Explore the properties of clay. Use modelling tools to cut and shape soft materials eg. playdough, clay. Select and arrange natural materials to make 3D artworks. Talk about colour, shape and texture and explain their choices. Plan ideas for what they would like to make. Problem-solve and try out solutions when using modelling materials. Develop 3D models by adding colour. 	<ul style="list-style-type: none"> Roll and fold paper. Cut shapes from paper and card. Cut and glue paper to make 3D structures. Decide the best way to glue something. Create a variety of shapes in paper, eg spiral, zig-zag. Make larger structures using newspaper rolls. 	<ul style="list-style-type: none"> Smooth and flatten clay. Roll clay into a cylinder or ball. Make different surface marks in clay. Make a clay pinch pot. Mix clay slip using clay and water. Join two clay pieces using slip. Make a relief clay sculpture. Use hands in different ways as a tool to manipulate clay. Use clay tools to score clay.
	So that they can:		
	<p>Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome.</p> <p>Cut, thread, join and manipulate materials safely, focussing on process over outcome.</p> <p>Begin to develop observational skills (for example, by using mirrors to include the main features of faces.)</p>	<p>Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures.</p> <p>Explore and analyse a wider variety of ways to join and fix materials in place.</p>	<p>Further demonstrate increased control with a greater range of media.</p> <p>Make choices about which materials and techniques to use to create an effect.</p> <p>Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.</p> <p>Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.</p>



Progression of knowledge and skills

Making skills (including formal elements)

Sculpture and 3D				
	Year 3	Year 4	Year 5	Year 6
Methods, techniques, media and materials	Pupils know			
	<p>How to:</p> <ul style="list-style-type: none"> Join 2D shapes to make a 3D form. Join larger pieces of materials, exploring what gives 3D shapes stability. Shape card in different ways eg. rolling, folding and choose the best way to recreate a drawn idea. Identify and draw negative spaces. Plan a sculpture by drawing. Choose materials to scale up an idea. Create different joins in card eg. slot, tabs, wrapping. Add surface detail to a sculpture using colour or texture. Display sculpture. 	<ul style="list-style-type: none"> How different tools can be used to create different sculptural effects and add details and are suited for different purposes, eg. spoon, paper clips for soap, pliers for wire. <p>How to:</p> <ul style="list-style-type: none"> Use their arm to draw 3D objects on a large scale. Sculpt soap from a drawn design. Smooth the surface of soap using water when carving. Join wire to make shapes by twisting and looping pieces together. Create a neat line in wire by cutting and twisting the end onto the main piece. Use a range of materials to make 3D artwork eg. manipulate light to make shadow sculpture, use recycled materials to make 3D artwork. Try out different ways to display a 3D piece and choose the most effective. 	<p>How to:</p> <ul style="list-style-type: none"> Make an explosion drawing in the style of Cai Guo-Qiang, exploring the effect of different materials. Try out ideas on a small scale to assess their effect. Use everyday objects to form a sculpture. Transform and manipulate ordinary objects into sculpture by wrapping, colouring, covering and joining them. Try out ideas for making a sculpture interactive. Plan an installation proposal, making choices about light, sound and display. 	<p>How to:</p> <ul style="list-style-type: none"> Translate a 2D image into a 3D form. Manipulate cardboard to create 3D forms (tearing, cutting, folding, bending, ripping). Manipulate cardboard to create different textures. Make a cardboard relief sculpture. Make visual notes to generate ideas for a final piece. Translate ideas into sculptural forms.
	So that they can:			
	<p>Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.</p> <p>Use hands and tools confidently to cut, shape and join materials for a purpose.</p> <p>Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form and proportion.</p>	<p>Use growing knowledge of different materials, combining media for effect.</p> <p>Use more complex techniques to shape and join materials, such as carving and modelling wire.</p> <p>Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.</p>	<p>Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.</p> <p>Combine a wider range of media, eg. photography and digital art effects.</p> <p>Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.</p>	<p>Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.</p> <p>Combine materials and techniques appropriately to fit with ideas.</p> <p>Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art.</p>

Progression of knowledge and skills

Making skills (including formal elements)

Craft and design			
	EYFS: Reception	Year 1	Year 2
Methods, techniques, media and materials	Pupils know		
	<p>How to:</p> <ul style="list-style-type: none"> Explore differences when cutting a variety of materials. Investigate different ways of cutting eg. straight lines, wavy lines, zig-zags. Follow lines when cutting. Experiment with threading objects, holding equipment steady to do so. Explore techniques for joining paper and card eg. stick, clip, tie, tape. Apply craft skills eg. cutting, threading, folding to make their own artworks. Design something on paper ready to make in three dimensions. 	<ul style="list-style-type: none"> What materials can be cut, knotted, threaded or plaited. <p>How to:</p> <ul style="list-style-type: none"> Wrap objects/shapes with wool. Measure a length. Tie a knot, thread and plait. Make a box loom. Join using knots. Weave with paper on a paper loom. Weave using a combination of materials. 	<p>How to:</p> <ul style="list-style-type: none"> Draw a map to illustrate a journey. Separate wool fibres ready to make felt. Lay wool fibres in opposite directions to make felt. Roll and squeeze the felt to make the fibres stick together. Add details to felt by twisting small amounts of wool. Choose which parts of their drawn map to represent in their 'stained glass'. Overlap cellophane/tissue to create new colours. Draw a design onto a printing polystyrene tile without pushing the pencil right through the surface. Apply paint or ink using a printing roller. Smooth a printing tile evenly to transfer an image. Try out a variety of ideas for adapting prints into 2D or 3D artworks.
	So that they can:		
	<p>Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome.</p> <p>Cut, thread, join and manipulate materials safely, focussing on process over outcome.</p>	<p>Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures.</p> <p>Explore and analyse a wider variety of ways to join and fix materials in place.</p>	<p>Further demonstrate increased control with a greater range of media.</p> <p>Make choices about which materials and techniques to use to create an effect.</p> <p>Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.</p>



Progression of knowledge and skills

Making skills (including formal elements)

Craft and design				
	Year 3	Year 4	Year 5	Year 6
Methods, techniques, media and materials.	Pupils know			
	<ul style="list-style-type: none"> That layering materials in opposite directions make the handmade paper stronger. <p>How to:</p> <ul style="list-style-type: none"> Use a sketchbook to research a subject using different techniques and materials to present ideas. Construct a new paper material using paper, water and glue. Use symbols to reflect both literal and figurative ideas. Produce and select an effective final design. Make a scroll. Make a zine. Use a zine to present information. 	<ul style="list-style-type: none"> That a mood board is a visual collection which aims to convey a general feeling or idea. That batik is a traditional fabric decoration technique that uses hot wax. <p>How to:</p> <ul style="list-style-type: none"> Select imagery and use as inspiration for a design project. To know how to make a mood board. Recognise a theme and develop colour palettes using selected imagery and drawings. Draw small sections of one image to docs on colours and texture. Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create patterns on fabric. Use materials, like glue, in different ways depending on the desired effect. Paint on fabric. Wash fabric to remove glue to finish a decorative fabric piece. 	<ul style="list-style-type: none"> The steps to make a monoprint. When a roller is sufficiently inked. <p>How to:</p> <ul style="list-style-type: none"> Make an observational drawing of a house. Use shapes and measuring as methods to draw accurate proportions. Select a small section of a drawing to use as a print design. Develop drawings further to use as a design for print. Design a building that fits a specific brief. Draw an idea in the style of an architect that is annotated to explain key features. Draw from different views, such as a front or side elevation. Use sketchbooks to research and present information about an artist. Interpret an idea in into a design for a structure. 	<ul style="list-style-type: none"> How different materials can be used to produce photorealistic artwork. That macro photography is showing a subject as larger than it is in real life. <p>How to:</p> <ul style="list-style-type: none"> Create a photomontage. Create artwork for a design brief. Use a camera or tablet for photography. Identify the parts of a camera. Take a macro photo, choosing an interesting composition. Manipulate a photograph using photo editing tools. Use drama and props to recreate imagery. Take a portrait photograph. Use a grid method to copy a photograph into a drawing.
	So that they can:			
	<p>Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.</p> <p>Use hands and tools confidently to cut, shape and join materials for a purpose.</p>	<p>Use growing knowledge of different materials, combining media for effect.</p> <p>Use more complex techniques to shape and join materials, such as carving and modelling wire.</p>	<p>Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.</p> <p>Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.</p>	<p>See skills progression here</p> <p>Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.</p> <p>Combine materials and techniques appropriately to fit with ideas.</p>

Progression of knowledge

KS1 - Making skills (including formal elements)

	EYFS: Reception	Year 1	Year 2
Pupils know:			
Colour	<p>The names of a wide range of colours.</p> <p>Colours can be mixed to make new colours.</p>	<p>That the primary colours are red, yellow and blue.</p> <p>Primary colours can be mixed to make secondary colours.</p>	<p>Different amounts of paint and water can be used to mix hues of secondary colours (<i>statement also included under 'Tone'</i>).</p> <p>Colours can be mixed to 'match' real life objects or to create things from your imagination.</p>
Form	<p>Modelling materials can be shaped using hands or tools.</p>	<p>Paper can change from 2D to 3D by folding, rolling and scrunching it.</p> <p>That three dimensional art is called sculpture.</p>	<p>That 'composition' means how things are arranged on the page.</p> <p>Pieces of clay can be joined using the 'scratch and slip' technique.</p> <p>A clay surface can be decorated by pressing into it or by joining pieces on.</p>
Shape	<p>The names of simple shapes in art.</p>	<p>A range of 2D shapes and confidently draw these.</p> <p>Paper can be shaped by cutting and folding it.</p>	<p>Collage materials can be shaped to represent shapes in an image.</p> <p>Shapes can be organic (natural) and irregular.</p> <p>Patterns can be made using shapes.</p>
Line	<p>Lines can be curved or straight and described in simple terms such as: wiggly, 'straight', 'round'.</p>	<p>Drawing tools can be used in a variety of ways to create different lines.</p> <p>Lines can represent movement in drawings.</p>	<p>Lines can be used to fill shapes, to make outlines and to add detail or pattern.</p>



Progression of knowledge

KS1 - Making skills (including formal elements)

	EYFS: Reception	Year 1	Year 2
Pupils know:			
Pattern	When they have made a pattern with objects/colours/drawn marks and be able to describe it.	That a pattern is a design in which shapes, colours or lines are repeated.	Drawing techniques such as hatching, scribbling, stippling, and blending can make patterns. Patterns can be used to add detail to an artwork.
Texture	Simple terms to describe what something feels like (eg. bumpy).	That texture means 'what something feels like'. Different marks can be used to represent the textures of objects. Different drawing tools make different marks.	Collage materials can be chosen to represent real-life textures. Collage materials can be overlapped and overlaid to add texture. Drawing techniques such as hatching, scribbling, stippling, and blending can create surface texture. Painting tools can create varied textures in paint.
Tone	There are different shades of the same colour and identify colours as 'light' or 'dark'.	That there are many different shades (or 'hues') of the same colour. Changing the amount of the primary colours mixed affects the shade of the secondary colour produced.	Different amounts of paint and water can be used to mix hues of secondary colours (statement also included under 'Colour').

Progression of knowledge

KS2 - Making skills (including formal elements)

	Year 3	Year 4	Year 5	Year 6
Pupils know:				
Colour	Using light and dark colours next to each other creates contrast. Paint colours can be mixed using natural substances, and that prehistoric peoples used these paints.	Adding black to a colour creates a shade. Adding white to a colour creates a tint.	Artists use colour to create an atmosphere or to represent feelings in an artwork, for example by using warm or cool colours.	A 'monochromatic' artwork uses tints and shades of just one colour. Colours can be symbolic and have meanings that vary according to your culture or background, eg red for danger or for celebration.
Form	Three dimensional forms are either organic (natural) or geometric (mathematical shapes, like a cube). Organic forms can be abstract.	Using lighter and darker tints and shades of a colour can create a 3D effect. Simple 3D forms can be made by creating layers, by folding and rolling materials.	An art installation is often a room or environment in which the viewer 'experiences' the art all around them. The size and scale of three-dimensional artwork changes the effect of the piece.	The surface textures created by different materials can help suggest form in two-dimensional art work.
Shape	Negative shapes show the space around and between objects. Artists can focus on shapes when making abstract art.	How to use basic shapes to form more complex shapes and patterns.	Shapes can be used to place the key elements in a composition.	How an understanding of shape and space can support creating effective composition.
Line	Using different tools or using the same tool in different ways can create different types of lines.	Lines can be lighter or darker, or thicker or thinner and that this can add expression or movement to a drawing.	Lines can be used by artists to control what the viewer looks at within a composition, eg by using diagonal lines to draw your eye into the centre of a drawing.	How line is used beyond drawing and can be applied to other art forms.



Progression of knowledge

KS2 - Making skills (including formal elements)

	Year 3	Year 4	Year 5	Year 6
Pupils know:				
Pattern	<p>Pattern can be man-made (like a printed wallpaper) or natural (like a giraffe's skin).</p> <p>Surface rubbings can be used to add or make patterns.</p>	<p>Patterns can be irregular, and change in ways you wouldn't expect.</p> <p>The starting point for a repeating pattern is called a motif, and a motif can be arranged in different ways to make varied patterns.</p>	<p>Artists create pattern to add expressive detail to art works, for example Chila Kumari Singh Burman using small everyday objects to add detail to sculptures.</p>	<p>Pattern can be created in many different ways, eg in the rhythm of brushstrokes in a painting (like the work of van Gogh) or in repeated shapes within a composition.</p>
Texture	<p>Texture in an artwork can be real (what the surface actually feels like) or a surface can be made to appear textured.</p>	<p>How to use texture more purposely to achieve a specific effect or to replicate a natural surface.</p>	<p>How to create texture on different materials.</p>	<p>Applying thick layers of paint to a surface is called impasto, and is used by artists such as Claude Monet to describe texture.</p>
Tone	<p>That 'tone' in art means 'light and dark'.</p> <p>Shading helps make drawn objects look realistic.</p> <p>Some basic rules for shading when drawing, eg shade in one direction, blending tones smoothly and with no gaps.</p> <p>Shading is used to create different tones in an artwork and can include hatching, cross-hatching, scribbling and stippling.</p>	<p>That using lighter and darker tints and shades of a colour can create a 3D effect.</p> <p>Tone can be used to create contrast in an artwork.</p>	<p>Tone can help show the foreground and background in an artwork.</p>	<p>That chiaroscuro means 'light and dark' and is a term used to describe high-contrast images.</p>

Progression of knowledge and skills

Knowledge of artists

	EYFS: Reception	Year 1	Year 2
Pupils know:			
Meanings	<i>This aspect of the curriculum is child-led; encourage discussion and individual responses to their own and other artworks.</i>	<ul style="list-style-type: none"> Some artists are influenced by things happening around them. 	<ul style="list-style-type: none"> Some artists create art to make people aware of good and bad things happening in the world around them.
Interpretations	<i>This aspect of the curriculum is child-led; encourage discussion and individual responses to their own and other artworks.</i>	<ul style="list-style-type: none"> Sometimes artists concentrate on how they are making something rather than what they make. Artists living in different places at different times can be inspired by similar ideas or stories. 	<ul style="list-style-type: none"> Art can be figurative or abstract.
Materials and processes	<ul style="list-style-type: none"> Artists use modelling materials like clay to recreate things from real life. Artists choose colours to draw or paint with. Artists draw many different things and use different tools to draw with. Sometimes artists are inspired by the seasons. Some art doesn't last long- it is temporary. Sometimes artists cut and stick photos to make new images. 	<ul style="list-style-type: none"> Artists can use everyday materials that have been thrown away to make art. Artists choose materials that suit what they want to make. 	<ul style="list-style-type: none"> Illustrators use drawn lines to show how characters feel. Artists try out different combinations of collage materials to create the effect they want. Artists can use the same material (felt) to make 2D or 3D artworks. Artists and designers can create work to match a set of requirements; a 'brief' or 'commission'.
So that they can: See skills progression here			
	<p>Enjoy looking at and talking about art.</p> <p>Recognise that artists create varying types of art and use lots of different types of materials.</p> <p>Recognise that artists can be inspired by many things.</p>	<p>Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and link these to their own work.</p> <p>Understand how artists choose materials based on their properties in order to achieve certain effects.</p>	<p>Talk about art they have seen using some appropriate subject vocabulary.</p> <p>Create work from a brief, understanding that artists are sometimes commissioned to create art.</p> <p>Create and critique both figurative and abstract art, recognising some of the techniques used.</p> <p>Apply their own understanding of art materials learnt from artist work to begin purposefully choosing materials for a specific effect.</p>



Progression of knowledge and skills

Knowledge of artists

	Year 3	Year 4	Year 5	Year 6
	Pupils know:			
Meanings	<ul style="list-style-type: none"> Art from the past can give us clues about what it was like to live at that time. 	<ul style="list-style-type: none"> Art can communicate powerful statements about right and wrong. 	<ul style="list-style-type: none"> Artists are influenced by what is going on around them, for example culture, politics and technology. Artists 'borrow' ideas and imagery from other times and cultures to create new artworks. How an artwork is interpreted will depend on the life experiences of the person looking at it. 	<ul style="list-style-type: none"> Artists can use symbols in their artwork to convey meaning. Sometimes artists add extra meaning to what they create by working in places where they don't have permission to work.
Interpretations	<ul style="list-style-type: none"> The meanings we take from art made in the past are influenced by our own ideas. 	<ul style="list-style-type: none"> Designers can make beautiful things to try and improve people's everyday lives. How and where art is displayed has an effect on how people interpret it. 	<ul style="list-style-type: none"> Artists use self-portraits to represent important things about themselves. Artists create works that make us question our beliefs. Visual designs can represent big ideas like harmony with nature or peace. 	<ul style="list-style-type: none"> Artists find inspiration in other artist's work, adapting and interpreting ideas and techniques to create something new. Art can be a form of protest. Artists use art to tell stories about things that are important to them, looking at artworks from the past can reveal thoughts and opinions from that time. Art sometimes creates difficult feelings when we look at it.

Progression of knowledge and skills

Knowledge of artists

	Year 3	Year 4	Year 5	Year 6
	Pupils know:			
Materials and processes	<ul style="list-style-type: none"> Artists have different materials available to them depending on when they live in history. Artists can make their own tools. Artists experiment with different tools and materials to create texture. Artists can work in more than one medium. Artists make decisions about how their work will be displayed. 	<ul style="list-style-type: none"> Artists can choose particular materials to communicate a message. Artists choose what to include in a composition, considering both what looks good together and any message they want to communicate. Designers collect visual ideas from a wide range of sources, sometimes collecting these as a mood board. Artists and designers sometimes choose techniques based on the time and money available to them. Artists use drawing to plan ideas for work in different media. 	<ul style="list-style-type: none"> Artists can choose their medium to create a particular effect on the viewer. Artists can combine materials; for example digital imagery with paint or print. Art can be interactive; the viewer becomes part of it, experiencing the artwork with more than one of the senses. 	<ul style="list-style-type: none"> Artists use techniques like chiaroscuro to create dramatic light and shade when drawing or painting. Artists can use materials to respond to a feeling or idea in an abstract way. Artists take risks to try out ideas; this can lead to new techniques being developed. Artists can make work by collecting and combining ready-made objects to create 'assemblage'. Artforms are always evolving as materials and techniques change over time.
	So that they can:			
	<p>Discuss how artists produced art in the past and understand the influence and impact of their methods and styles on art today, using their own experiences and historical evidence.</p> <p>Understand the limitations of tools and materials and be able to experiment within more than one medium and with tools to create textural effects.</p> <p>Consider how to display art work, understanding how artists consider their viewer and the impact on them.</p>	<p>Use subject vocabulary confidently to describe and compare creative works.</p> <p>Understand how artists use art to convey messages through the choices they make.</p> <p>Work as a professional designer does, by collating ideas to generate a theme.</p>	<p>Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p> <p>Discuss how artists create work with the intent to create an impact on the viewer.</p> <p>Consider what choices can be made in their own work to impact their viewer.</p>	<p>Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p> <p>Recognise how artists use materials to respond to feelings and memory and choose materials, imagery, shape and form to create personal pieces.</p> <p>Understand how art forms such as photography and sculpture continually develop over time as artists seek to break new boundaries.</p>

See skills progression [here](#)



Themes in Art

Knowledge of artists

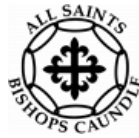
Theme	EYFS: Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Nature	Painting and mixed media: Paint my world Seasonal crafts: Autumn wreaths , Suncatchers		Painting and mixed media: Life in colour	Drawing: Growing artists	Craft and design: Fabric of nature		
Celebration	Seasonal crafts: Salt dough decorations , Frog threading						Sculpture and 3D: Making memories
Sustainability							
Identity	Drawing: Marvellous marks	Sculpture and 3D: Paper play	Painting and mixed media: Life in colour			Drawing: I need space Painting and mixed media: Portraits	Drawing: Make my voice heard Sculpture and 3D: Making memories
Stories				Craft and design: Ancient Egyptian scrolls		Sculpture and 3D: Interactive installation	Sculpture and 3D: Making memories
Right and wrong							Drawing: Make my voice heard
Symbols			Craft and design: Map it out	Craft and design: Ancient Egyptian scrolls		Drawing: I need space	Drawing: Make my voice heard

Progression of knowledge and skills

Evaluating and analysing

	EYFS: Reception	Year 1	Year 2
What is art?	Pupils know:		
	Art is: Looking, listening, thinking, collaborating, collecting, arranging, choosing, shaping, reacting, changing, joining, cutting, drawing, painting, exploring...	<ul style="list-style-type: none"> Art is made in different ways. Art is made by all different kinds of people. An artist is someone who creates. Craft is making something creative and useful. 	
Why do people make art?			<ul style="list-style-type: none"> People use art to tell stories. People make art about things that are important to them. People make art to share their feelings. People make art to explore an idea in different ways. People make art for fun. People make art to decorate a space. People make art to help others understand something.
How do people talk about art?	So that they can:		
	Talk about their artwork, stating what they feel they did well. Say if they like an artwork or not and begin to form opinions by explaining why.	Describe and compare features of their own and others' artwork. Evaluate art with an understanding of how art can be varied and made in different ways and by different people.	Explain their ideas and opinions about their own and others' artwork, beginning to recognise the stories and messages within in and showing an understanding of why they may have made it. Begin to talk about how they could improve their own work. Talk about how art is made.

See skills progression [here](#)



Progression of knowledge and skills

Evaluating and analysing

	Year 3	Year 4	Year 5	Year 6
What is art?	Pupils know:			
	<ul style="list-style-type: none"> Artists make art in more than one way. There are no rules about what art must be. Art can be purely decorative or it can have a purpose. 	<ul style="list-style-type: none"> Artists make choices about what, how and where they create art. Artworks can fit more than one genre. 	<ul style="list-style-type: none"> Sometimes people disagree about whether something can be called 'art'. Art doesn't always last for a long time; it can be temporary. 	<ul style="list-style-type: none"> Art doesn't have to be a literal representation of something, it can sometimes be imagined and abstract. Art can represent abstract concepts, like memories and experiences. Art can be a digital art form, like photography.
Why do people make art?	<ul style="list-style-type: none"> People use art to tell stories and communicate. People can make art to express their views or beliefs. People make art for fun, and to make the world a nicer place to be. People use art to help explain or teach things. People make art to explore big ideas, like death or nature. 	<ul style="list-style-type: none"> Art can be created to make money; being an artist is a job for some people. Art, craft and design affects the lives of people who see or use something that has been created. 	<ul style="list-style-type: none"> People make art to express emotion. People make art to encourage others to question their ideas or beliefs. People make art to portray ideas about identity. People make art to fit in with popular ideas or fashions. 	<ul style="list-style-type: none"> Sometimes people make art to express their views and opinions, which can be political or topical. Sometimes people make art to create reactions. People use art as a means to reflect on their unique characteristics.

Progression of knowledge and skills

Evaluating and analysing

	Year 3	Year 4	Year 5	Year 6
How do people talk about art?	Pupils know:			
	<ul style="list-style-type: none"> People can have their own opinions about art, and sometimes disagree. One artwork can have several meanings. 	<ul style="list-style-type: none"> Art is influenced by the time and place it was made, and this affects how people interpret it. Artists may hide messages or meaning in their work. Artists evaluate what they make and talking about art is one way to do this. 	<ul style="list-style-type: none"> People can explore and discuss art in different ways, for example, by visiting galleries, by discussing it, by writing about it, by using it as inspiration for their own work or by sharing ideas online. Some artists become well-known or famous and people tend to talk more about their work because it is familiar. Talking about plans for artwork, or evaluating finished work, can help improve what artists create. Comparing artworks can help people understand them better. 	<ul style="list-style-type: none"> Art can change through new and emerging technologies that challenge people to discuss and appreciate art in a new way. People can have varying ideas about the value of art. Art can be analysed and interpreted in lots of ways and can be different for everyone. Everyone has a unique way of experiencing art.
	So that they can:			
	<p>Confidently explain their ideas and opinions about their own and others' artwork, with an understanding of the breadth of what art can be and that there are many ways to make art.</p> <p>Discuss and begin to interpret meaning and purpose of artwork, understanding how artists can use art to communicate.</p> <p>Begin to carry out a problem-solving process and make changes to improve their work.</p>	<p>Use more complex vocabulary when discussing their own and others' art.</p> <p>Discuss art considering how it can affect the lives of the viewers or users of the piece.</p> <p>Evaluate their work more regularly and independently during the planning and making process.</p>	<p>Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.</p> <p>Consider how effectively pieces of art express emotion and encourage the viewer to question their own ideas.</p> <p>Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>	<p>Give reasoned evaluations of their own and others' work which takes account of context and intention.</p> <p>Discuss how art is sometimes used to communicate social, political, or environmental views.</p> <p>Explain how art can be created to cause reaction and impact and be able to consider why an artist chooses to use art in this way.</p> <p>Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>

See skills progression [here](#)



Overview: Progression of skills

Art and design

	EYFS (Reception)	EYFS Framework Children at the expected level of development will:	Year 1	Year 2	National curriculum Pupils should be taught:
Generating ideas	Talk about their ideas and explore different ways to record them using a range of media.	ELG: Speaking <ul style="list-style-type: none"> Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary. 	Explore their own ideas using a range of media.	Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.	<ul style="list-style-type: none"> 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
Sketch-books	Experiment in an exploratory way.	ELG: Expressive Arts and design: Creating with materials <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 	Use sketchbooks to explore ideas.	Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next.	
Making skills (including Formal elements)	Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome. Cut, thread, join and manipulate materials safely, focussing on process over outcome. Begin to develop observational skills (for example, by using mirrors to include the main features of faces).	ELG: Expressive Arts and design: Creating with materials <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. ELG: Physical development: Fine motor skills: <ul style="list-style-type: none"> Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases; Use a range of small tools, including scissors, paint brushes and cutlery; Begin to show accuracy and care when drawing 	Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures. Make choices about which materials to use to create an effect. Explore and analyse a wider variety of ways to join and fix materials in place. Develop observational skills to look closely and reflect surface texture.	Further demonstrate increased control with a greater range of media. Make choices about which materials and techniques to use to create an effect. Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials. Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.	<ul style="list-style-type: none"> To use a range of materials creatively to design and make products. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Overview: Progression of skills

Art and design

	EYFS (Reception)	EYFS Framework Children at the expected level of development will:	Year 1	Year 2	National curriculum Pupils should be taught:
Knowledge of artists	Enjoy looking at and talking about art. Recognise that artists create varying types of art and use lots of different types of materials. Recognise that artists can be inspired by many things.	ELG: Speaking <ul style="list-style-type: none"> Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary. 	Understand how artists choose materials based on their properties in order to achieve certain effects.	Talk about art they have seen using some appropriate subject vocabulary. Create work from a brief, understanding that artists are sometimes commissioned to create art. Create and critique both figurative and abstract art, recognising some of the techniques used. Apply their own understanding of art materials learnt from artist work to begin purposefully choosing materials for a specific effect.	<ul style="list-style-type: none"> 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.
Evaluating and analysing	Talk about their artwork, stating what they feel they did well. Say if they like an artwork or not and begin to form opinions by explaining why.	ELG: Expressive Arts and design: Creating with materials <ul style="list-style-type: none"> Share their creations, explaining the process they have used. 	Describe and compare features of their own and others' artwork. Evaluate art with an understanding of how art can be varied and made in different ways and by different people.	Explain their ideas and opinions about their own and others' artwork, beginning to recognise the stories and messages within and showing an understanding of why they may have made it. Begin to talk about how they could improve their own work. Talk about how art is made.	



Overview: Progression of skills

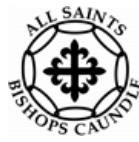
Art and design

	Year 3	Year 4	Year 5	Year 6	National curriculum Pupils should be taught:
Generating ideas	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.	<ul style="list-style-type: none"> To create sketch books to record their observations and use them to review and revisit ideas
Sketch-books	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.	Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome.	Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.	Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.	
Making skills (including Formal elements)	<p>Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.</p> <p>Use hands and tools confidently to cut, shape and join materials for a purpose.</p> <p>Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form and proportion.</p>	<p>Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D effects.</p> <p>Use growing knowledge of different materials, combining media for effect.</p> <p>Use more complex techniques to shape and join materials, such as carving and modelling wire.</p> <p>Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.</p>	<p>Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.</p> <p>Combine a wider range of media, eg photography and digital art effects.</p> <p>Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.</p>	<p>Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.</p> <p>Combine materials and techniques appropriately to fit with ideas.</p> <p>Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art.</p>	<ul style="list-style-type: none"> 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] To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Overview: Progression of skills

Art and design

	Year 3	Year 4	Year 5	Year 6	National curriculum Pupils should be taught:
Knowledge of artists	<p>Discuss how artists produced art in the past and understand the influence and impact of their methods and styles on art today, using their own experiences and historical evidence.</p> <p>Consider how to display art work, understanding how artists consider their viewer and the impact on them.</p>	<p>Use subject vocabulary confidently to describe and compare creative works.</p> <p>Understand how artists use art to convey messages through the choices they make.</p> <p>Work as a professional designer does, by collating ideas to generate a theme.</p>	<p>Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p> <p>Discuss how artists create work with the intent to create an impact on the viewer.</p> <p>Consider what choices can be made in their own work to impact their viewer.</p>	<p>Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p> <p>Recognise how artists use materials to respond to feelings and memory and choose materials, imagery, shape and form to create personal pieces.</p> <p>Understand how art forms such as photography and sculpture continually develop over time as artists seek to break new boundaries.</p>	<ul style="list-style-type: none"> About great artists, architects and designers in history.
Evaluating and analysing	<p>Confidently explain their ideas and opinions about their own and others' artwork, with an understanding of the breadth of what art can be and that there are many ways to make art.</p> <p>Discuss and begin to interpret meaning and purpose of artwork, understanding how artists can use art to communicate.</p> <p>Begin to carry out a problem-solving process and make changes to improve their work.</p>	<p>Use more complex vocabulary when discussing their own and others' art.</p> <p>Discuss art considering how it can affect the lives of the viewers or users of the piece.</p> <p>Evaluate their work more regularly and independently during the planning and making process.</p>	<p>Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.</p> <p>Consider how effectively pieces of art express emotion and encourage the viewer to question their own ideas</p> <p>Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>	<p>Give reasoned evaluations of their own and others' work which takes account of context and intention.</p> <p>Discuss how art is sometimes used to communicate social, political, or environmental views.</p> <p>Explain how art can be created to cause reaction and impact and be able to consider why an artist chooses to use art in this way.</p> <p>Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>	<ul style="list-style-type: none"> To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. About great artists, architects and designers in history.



Long-term plan: Art and design – Overview

KS1 (Year 1 & Year 2)

	Autumn	Spring	Summer
Cycle A 2023/24 2025/26 2027/28	Year 1 Art and design skills (5 lessons) Learning two different printing techniques, using 2D shapes to explore a variety of media, mixing different shades of one colour and discussing the work of artist Louis Wain. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-1/art-design-skills/	Year 1 Art and design: Formal elements of art (5 lessons) Exploring three of the formal elements of art: shape, line and colour, children will mix and paint with secondary colours; use circles to create abstract compositions and work collaboratively to create art inspired by water. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-1/formal-elements-of-art/	Landscapes using different media (5 lessons) Learning about composition and working with different art materials to create texture. Based on the theme of The seaside with support for adapting to the alternative theme of Castles. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-1/landscapes-using-different-media/



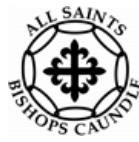
KS1 (Year 1 & Year 2)

	Autumn	Spring	Summer
Cycle B 2024/25 2026/27 2028/29	Art and design Year 2: Formal elements of art (5 lessons) Exploring the formal elements of art: pattern, texture and tone; children will create printed patterns using everyday objects; take rubbings using different media and learn how to make their drawings three dimensional. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-2-art-and-design/year-2-formal-elements-of-art/	Art and design Year 2: Sculpture and mixed media (5 lessons) Children will create sculpture, pop art and learn how to draw facial features to portray different emotions, all through the topic of comic superheroes and with inspired by the works of Roy Lichtenstein. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-2-art-and-design/sculpture-and-mixed-media/	Year 2: Art and design skills (6 lessons) In this collection of lessons children learn and develop their skills in: design, drawing, craft, painting and art appreciation; replicating the recognisable crockery of Clarice Cliff, exploring tone through shading, developing their skills in weaving and the manipulation of clay, experimenting with brush strokes https://www.kapowprimary.com/subjects/art-design/original-scheme/year-2-art-and-design/art-design-skills/



Lower KS2 (Year 3 & Year 4)

	Autumn	Spring	Summer
Cycle A 2023/24 2025/26 2027/28	Art and design Year 3 Prehistoric art (5 lessons) This topic is ideal for any class studying the Stone Age, or if you're looking to explore a different style of art or techniques. Experimenting with charcoal, berries, leaves, homemade paints and more, children get a sense of what it was like to create art thousands of years ago and why these pieces were created. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-3/prehistoric-art/	Art and design: Year 3 Formal elements of art (5 lessons) Exploring two of the formal elements of art: shape and tone; children find shapes in everyday objects; use shapes as guidelines to draw accurately from observation; create form and shape using wire and practice shading neatly and from light to dark. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-3/formal-elements-of-art/	Art and design Year 3: Craft (4 lessons) Exploring different techniques to be used with materials which can then be applied to any project. Learning to investigate different ideas by creating a mood board to work as a visual mind map and source of inspiration. Pupils learn to tie-dye, weave and sew to create a range of effects using fabric, culminating in a finished t-shirt which showcases these skills. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-3/craft/ Year 3 Art and design skills (Lessons 2 and 3 only) Developing skills in: design, drawing, craft, painting and art appreciation; making a variety of puppets using different materials, completing a drawing from observation, learning the difference between a tint and a shade and creating versions of a cartoon drawn by a famous illustrator. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-3/art-design-skills/



Lower KS2 (Year 3 & Year 4)

	Autumn	Spring	Summer
Cycle B 2024/25 2026/27 2028/29	<p>Year 4: Art and design skills (6 lessons)</p> <p>In this collection of lessons children learn and develop their skills in: design, drawing, craft, painting and art appreciation; creating an optical illusion print, replicating a plate in the famous willow pattern, carving sculptures out of soap, drawing a collection of still life objects, painting and mixing colours like Paul Cézanne and learning about the role of a 'curator'.</p> <p>https://www.kapowprimary.com/subjects/art-design/original-scheme/year-4/art-design-skills/</p>	<p>Art and Design Year 4: Formal elements of art (Lessons 1,2,3,4 only)</p> <p>Exploring two of the formal elements of art: texture and pattern; pupils develop a range of mark-making techniques, make and use their own textured stamps for printing; draw a 'flip' pattern and recreate a famous and ancient geometric pattern.</p> <p>https://www.kapowprimary.com/subjects/art-design/original-scheme/year-4/formal-elements-of-art/</p>	<p>Year 4: Art and design Every picture tells a story (5 lessons)</p> <p>Develop children's ability to analyse, unpick and understand works of art, using inference to suggest what different subjects may be thinking or feeling and predicting what might be happening in a scene and would could happen next. They also have the opportunity to create their own photo collages and abstract art inspired by the work explored.</p> <p>https://www.kapowprimary.com/subjects/art-design/original-scheme/year-4/every-picture-tells-a-story/</p>



Upper KS2 (Year 5 & Year 6)

	Autumn	Spring	Summer
Cycle A 2023/24 2025/26 2027/28	Y5: Art and design: Formal elements: Architecture (5 lessons) Children learn how to draw from observation, create a print and draw from different perspectives. They learn about the role of an architect and are challenged to consider why houses look the way they do and if there is scope to change and improve them. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-5/formal-elements-architecture/	Year 5: Art and design Every picture tells a story (5 lessons) Looking at the meaning behind art, children: analyse the intentions of Banksy; make ink symmetry prints inspired by psychologist Rorschach; tell a story using emojis; use drama to recreate a poignant war scene and are inspired by the ceramic work of Magdalene Odundo, to work expressively outside. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-5/every-picture-tells-a-story/	Year 5 Art and design: Design for a Purpose (5 lessons) In this topic, children are faced with the challenge of having to design to a specific criteria or specification, developing design ideas for a room interior, a coat of arms and product to fit a given name, children learn to draw inspiration from different sources and use a range of techniques to experiment with their different concepts. https://www.kapowprimary.com/subjects/art-design/original-scheme/year-5/design-for-a-purpose/



Upper KS2 (Year 5 & Year 6)

	Autumn	Spring	Summer
Cycle B 2024/25 2026/27 2028/29	<p>Year 6 Art and design: Photography (5 lessons)</p> <p>Through developing their photography skills, children cover useful artistic concepts in a new context, looking at: composition, colour, light, abstract images and underlying messages. Familiarising themselves with new photography artists, children gain a new perspective on the way they look at the people and objects around them, capturing and presenting images in different ways.</p> <p>https://www.kapowprimary.com/subjects/art-design/original-scheme/year-6/photography/</p>	<p>Year 6 Art and design: Make my voice heard (5 lessons)</p> <p>Exploring art with a message, children look at the famous 'Guernica' by Picasso and the confronting works of Käthe Kollwitz and through the mediums of graffiti, drawing, painting and sculpture, pupils create their own artworks that speak to the viewer</p> <p>https://www.kapowprimary.com/subjects/art-design/original-scheme/year-6/make-my-voice-heard/</p>	<p>Year 6 Art and design: Still life (5 lessons)</p> <p>In this topic, pupils revisit their still life skills, creating a variety of pieces influenced by different artists and using a range of mediums. They use charcoal, erasers and paint to depict their chosen composition of special objects before using them to construct a memory box to showcase their work.</p> <p>https://www.kapowprimary.com/subjects/art-design/original-scheme/year-6/still-life/</p>