Year 1/2	Year 3/4	Year 5/6
 Pupils should be taught to: use a range of materials creatively to design and make products use drawing, painting and sculpture to develop and share their ideas, experiences and imagination develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 	Pupils should be taught to: create sketch books to record their observations and use them to review and revisit ideas improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)	
For instance: Work from observation and known objects Use imagination to form simple images from given starting points or a description Begin to collect ideas in sketchbooks Work with different materials Begin to think what materials best suit the task	For instance: Develop sketch books Use a variety of ways to record ideas including digital cameras and iPads Develop artistic/visual vocabulary to discuss work Begin to suggest improvements to own work Experiment with a wider range of materials Present work in a variety of ways	For instance: Select and develop ideas confidently, using suitable materials confidently Improve quality of sketchbook with mixed media work and annotations Select own images and starting points for work Develop artistic/visual vocabulary when talking about own work and that of others Begin to explore possibilities, using and combining different styles and techniques

	Year 1/2	Year 3/4	Year 5/6
	For instance:	For instance:	For instance:
	Begin to control lines to create simple drawings from observations	Use sketchbooks to record drawings from observation	Use first hand observations using different viewpoints, developing more abstract
	Use thick felt tip pens/chalks/charcoal/wax crayon/ pastel	Experiment with different tones using graded pencils	representations Introduce perspective, fore/back and middle ground
	Hold a large paint brush correctly	Include increased detail within work	Investigate proportions
	Make marks using paint with a variety of tools	Draw on a range of scales	Use a range of mediums on a range of
	Consider consistency when applying paint	Draw using a variety of tools and surfaces	backgrounds
	Colour within the line	(paint, chalk, pastel, pen and ink)	Work indoors and outdoors
	Draw on smaller and larger scales	Use a variety of brushes and experiment with ways of marking with them	Show total qualities using cross hatching, pointillism, sidestrokes, use of rubber to
	Begin to add detail to line drawings	Develop shadows	draw/highlight
		Use of tracing	
	For instance:	For instance:	For instance:
	Recognise and name primary and secondary colours	Mix and match colours (create palettes to match images)	Build on previous work with colour by exploring intensity
	Mix primary colours to make secondary colours	Lighten and darken tones using black and white	Introduce acrylic paint
	Share colour charts to compare variations of the	Begin to experiment with colour to create more	Develop watercolour techniques
	same colour	abstract colour palettes (e.g. blues for leaves)	Explore using limited colour palettes
	Create and experiment with shades of colour and name some of these	Experiment with watercolour, exploring intensity of colour to develop shades	Investigate working on canvas experiment with colour in creating an effect
	Recognise warm and cold colours Create washes to form backgrounds	Explore complementary and opposing colours in creating patterns	Mark make with paint (dashes, blocks of colour, strokes, points)
	Explore the relationship between mood and colour		Develop fine brush strokes

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		For instance:	For instance:	For instance:
		Finger print, sponge print, block print to form patterns, experiment with amounts of paint applied and develop control	Use roller and ink printing. Use simple block shapes formed by children	Create polystyrene printing blocks to use with roller and ink
			Blend two colours when printing	Explore monoprinting (see below for artists)
		Develop controlled printing against outline /within cut out shapes	Using roller & inks, take prints from other objects (leaves, fabric, corrugated card) to show texture	Explore Intaglio (copper etching) using thick cardboard etched with sharp pencil point
		Use matchbox to print to explore possibilities - different sized matchboxes create different lines/	make string print, create low relief prints with string on cardboard and form repeated patterns, tessellations and overlays	Experiment with screen printing
		shapes/patterns		Design and create motifs to be turned into printing block images
		Experiment with marbling, investigating how ink floats and changes with movement	Form string roller prints to create continuous patterns	Investigate techniques from paper printing to work on fabrics
		For instance:	For instance:	For instance:
		Develop understanding of 2D and 3D in terms of artwork - paintings/sculptures	Develop confidence working with clay adding greater detail and texture	Design and create sculpture, both small and large scale
		Investigate a range of different materials and experiment with how they can be connected together to form simple structures	Add colour once clay is dried Investigate ways of joining clay - scratch and slip	Make masks from a range of cultures and traditions, building a collage element into the sculptural process
		Look at sculptures and try to recreate them using everyday objects/range of materials Begin to form own 3D pieces Consider covering these with papier-mâché Investigate clay - pinching, rolling, twisting, scratching and coiling and add details and textures	Introduce 'modroc' Create work on a larger scale as a group Use pipe cleaners/wire to create sculptures of human forms	Use objects around us to form sculptures
				Use wires to create malleable forms
				Build upon wire to create forms which can then be padded out (e.g. with newspaper) and covered (e.g. with modroc)
		using tools		Create human forms showing movement
		Look at sculptures by known artists and natural objects as starting points for own work		

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	For instance:	For instance:	For instance:
	Develop collages, based on a simple drawing, using	Research embroidery designs from around the	Introduce fabric block printing
	papers and materials	world, create own designs based on these	Create tie dye pieces combining two colours
	Collect natural materials to create a temporary collage (an autumn tree/ the school building using sticks/rocks/leaves etc)	Sew simple stiches using a variety of threads and wool	Investigate ways of changing fabrics - sewing, ironing, cutting, tearing, creasing, knotting etc.
	,	Investigate tie-dying	Weave using paintings as a stimulus / the natural
	Weave using recycled materials – paper, carrier bags	Create a collage using fabric as a base	world
	Investigate a range of textures through rubbings	Make felt	Experiment with circular embroidery frames
	Simple batik work	Develop individual and group collages, working on a range of scales	Create detailed designs which can be developed into batik pieces
	Develop tearing, cutting and layering paper to create different effects	Use a range of stimulus for collage work, trying to think of more abstract ways of showing views	
	Dye fabrics using tea, red cabbage, beetroot, onion, spinach	, Ç	
	Weave with wool		

	Year 1/2	Year 3/4	Year 5/6
	Pupils should be taught:	Pupils should be taught:	
	 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 	about great artists, architects and designers in	history
	For instance: Describe the work of artwork of artists such as	For instance: Use the work of artists to replicate ideas or inspire own work e.g.	For instance: Use the work of artists to replicate ideas or inspire own work e.g.
	Jackson Pollock, Paul Klee, Kandinsky (colour) Georges Braque/Pablo Picasso (collage)	Look at the work of David Hockney e.g. photo montages (drawing)	Consider work by artists such as Cezanne, Derain, Van Gogh (colour)
	Use work of artists such as Anthony Gormley, Louise Bourgeois, Jean Arp (sculpture) to create	Consider the work of artists e.g. Ruth Daniels, Mark Quinn, Carol Simms (colour)	Look at the style of Fauve artists Derain, Vlaminck and Braque
	own pieces	Look at the work of artists who formed geometric abstract paintings such as Malevich, Matisse and Mondrian	Consider the work of Seurat (pointillism –colour)
	Consider specific works such as Richard Long's 'Mud Hand Circle' (printing)		Look at the work of artists that used monoprinting include David Hockney, Tracey Emin, Picasso and
	Consider works from different cultures e.g. Chinese block prints	Introduce work by artists such as Marc Quinn, as well as sculptures from Aztec and Benin civilizations (sculpture)	Jim Dine (print)
			Consider work of Cornelia Parker (sculpture)
		Consider the High Italian Renaissance period e.g.	Consider the work from other cultures e, g Asia
		Michelangelo, Leonardo da Vinci etc. (drawing)	Consider Georgia O Keiffe flowers showing use of line or William Morris detailed tiles - natural sources (colour)
		Look at the patterns/ optical illusions created by OP artist Bridget Riley (colour)	
		Abstract paintings by Picasso (colour)	Look at cubist artists such as Picasso, Duchamp to show movement/ layering
		Use the work of artist Stacey Chapman "car" and other images on the internet (print)	Consider looking at Pop Art to represent popular
		Look at work of Henry Moore (sculpture)	objects from current culture (Andy Warhol) Artists such as Claude Lorrain, Poussin, Jan
		Consider work by contemporary textile artist Patricia Greaves (textiles).	Beaney and Annemeike Mein could be discussed as starting points.