

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Artists / Style	Cezanne (still life artist)	Molly Haslund (artist) Orla Kiely (designer) Eric Carle (artist / illustrator)	Xgaoc'o X'are (printmaker) Friedensreich Hundertwasser (architect) Rosie James (artist / jewellery maker) Andy Goldsworthy	Laura McKendry (charcoal artist) Edgar Degas (artist) Lauren Child (author and illustrator)	Laura Carlin (illustrator) Shaun Tan (illustrator) Henri Rousseau (painter)	Vanessa Gardiner (landscape painter) The Shoreditch Sketcher (graphic designer / urban artist) Alice Fox (fashion designer) Rahul Mishra (fashion designer) Pyer Moss (fashion designer)	Luba Lukova (designer) Faith Ringgold (textile artist) Kate DeCiccio (artist – poster) Mike Barrett (digital artist) Thandiwe Muriu (photographer)
Medium	Drawing Painting Printing Pattern Form (3D work) Clay (Diya lamps)	Drawing Painting Printing Collage Frottage Sculpture / 3D form	Drawing Painting – watercolours Wax resist Printing (mono print) Sculpture / 3D form Collage	Drawing Painting Animation / IT Collage	Drawing Painting Textiles – silk Sculpture / 3D form - clay	Drawing Painting Collage Fashion Design 3D form – architecture	Drawing Painting Printing Collage Design
Key Skills	- Learn how to hold a pencil to 'mark make'. - Learn how to hold and use a paint brush. - Be able to name the colours: red, orange, yellow, green, blue, purple, pink, brown, black and white. - Be able to hold and use scissors. - To recognise shapes and pattern. Develop small motor skills to use a range of tools competently, safely and confidently. Use their core muscle strength to achieve good	- To know how to draw a simple portrait. - To know the primary colours. (red, yellow, blue) - To know how to hold a pencil. (Develop control) - To know how to control use of paint. - To know how to hold and use a paint brush. - To know how to mix primary colours to create secondary colours (orange, green, purple).	- Draw a portrait. - To revise (know) the names of primary colours. - To know secondary colours and how to make them using primary colours. - To use a paint brush with control. - To know how to draw simple perspective (objects on foreground bigger than objects in the background)	- Draw a portrait. - To revise (know) the names of primary and secondary colours. - To create texture using pattern. - To know different pencils grades. - To control paint to be neat and precise - revise how to hold and use a paint brush. - To know complementary, warm and cool colours – paint a colour wheel.	- Draw a portrait. - To use shade within drawings. - To experiment with different grades of pencil to achieve variations in tone. - To know how to make brown. - To know how to create a tint and shade. - To revise (know) the names of primary and secondary colours. - To revise (know) complementary, warm and cool colours.	- Draw a portrait – facial proportions. - To know how to use shade within drawings. (3D shapes) - To know how to paint atmospheric perspective, applying knowledge of tint and shade. - To know how to create a watercolour wash. - To revise (know) the names of primary and secondary colours. - To revise (know) complementary, warm and cool colours.	- Drawing a portrait – facial features / close observation. - To know how to use shade within drawings. (apple) - To know how to draw one point perspective. - To know how to show atmospheric perspective, applying knowledge of tint and shade. - To know a range of watercolour techniques. - To revise (know) the names of primary and secondary colours. - To revise (know) complementary,

	posture when sitting at a table or sitting on the floor.						warm and cool colours.
Key Learning	To know colours: red, orange, yellow, green, blue, purple, pink, brown, black and white. To know how to take a rubbing. To know how to use collage to create a composition. To know how to create a simple print. To draw from imagination / memory. To create an independent composition. To recognise basic shapes. To draw from observation. To create a still life composition, in the style of Cezanne. To use a camera with control.	To know how to make a drawing using a continuous line. To know that Molly Haslund is an artist. To use spirals to create a snail drawing. To know my sketchbook belongs to me and it is personal. To explore and use objects to print. To know Eric Carle as an artist / illustrator. To know what collage is. To explore collage. To develop close observation. To know how to apply mark making to observational drawing. To reflect upon artwork. FINAL PIECES: Mixed media snail drawing (spiral).	To know that architecture is the art of designing and constructing buildings. To know that an architect designs buildings. To know that Hundertwasser is an Austrian architect. To know how to manipulate materials to make your own architecture. To reflect upon artwork. FINAL PIECE: 3D architectural model (house/ castle).	T: To know Laura McKendry is a British artist who takes her inspiration from nature. T: To know Laura McKendry uses charcoal for her artwork. T: To know Edgar Degas is a French artist who took inspiration from 'everyday life'. To know how to use charcoal. To develop use of charcoal. To know how to use light and dark tonal values. To reflect upon artwork. FINAL PIECE: Charcoal cave art	To know how to create intricate patterns. To know how to create a pinch pot. To know how to join clay. To know how to produce intricate patterns and texture in malleable media. To develop close observation skills. To know how to control a pencil for shading and detail. To know how to draw from imagination. To reflect upon artwork. FINAL PIECE: A clay pinch pot in the style of a Greek vase.	To know of Vanessa Gardiner and the Shoreditch Sketcher. To know of Kittie Jones and Saoirse Morgan. To know how to make visual notes. To understand that artists may find inspiration from the land and city scapes. To know how to use drawing inks. To use mixed media to capture the spirit and energy of a place. To reflect upon artwork. FINAL PIECE: Mixed media landscape image.	To know that art can be used to express opinions. To know artists: Luba Lukova uses posters as a way to address injustice in the world. Faith Ringgold makes painted quilts to communicate personal narratives, history and politics. Kate DeCiccio communicates important messages within different communities. To identify what I care about and be able to communicate this in my own way. To know what a Zine is. To reflect upon artwork. FINAL PIECE: A zine

		Eric Carle inspired printed collage					
	To use scissors with control. To begin to use control when painting. To begin to use control when joining. To create a recognisable 'world'. To know how to create an insect hotel. To know how to use a view finder. To draw from observation. To develop control with mark making.	To know that Orla Kiely is an Irish designer. To know how to make rubbings (frottage). To know that we can print from impressions. To know how to create a print design. To know how to make a printing tile. To know what a repeating pattern is. To explain what they think about their artwork. FINAL PIECE: Printed repeated pattern.	To develop close observation. To know how to develop drawing by repeated looking and mark making. To know what Mono Printing is. To know that Xgaoc'o Xare is a printmaker from Botswana. To know how to use carbon paper to print. To explain what you think about artwork. FINAL PIECE: Mono print on watercolour background.	To know what animation is. To know how puppets are used in animation. To know how to make visual notes. To know how to make moveable drawings. To know that Lauren Child is a children's book author and illustrator. To know what a background is. To know how to animate drawings. To reflect upon artwork. FINAL PIECE: Make a moveable drawing and animate.	To know that Henri Rousseau was a French painter. To know that Henri Rousseau painted exotic landscapes. To know how to show perspective. To know how to use different techniques for shading. To know how to paint carefully using gutta and silk paints. To reflect upon artwork. FINAL PIECE: A silk painting of an exotic / jungle scene.	To know how designers bring their own identity to their designs. To know Alice Fox is a British fashion designer. To know Rahul Mishra is an Indian designer who runs a sustainable couture brand. To know that Pyer Moss has a fashion label with a narrative that speaks about heritage and activism. To know how to create drawings of fashion designs in my sketchbook. To know how to create patterned papers. To know how to make 2d fashion designs 3D. To reflect upon artwork.	To know how to draw a portrait. To know that Mike Barrett is a digital artist. To know how to create a layered background (to reflect identity). To create a layered, mixed media portrait. To reflect upon artwork. FINAL PIECE: A layered portrait.

						FINAL PIECE: Paper design on 3D figure.	
	To use paint to create an effect. To create pattern in paint (develop mark making). To know that: Yellow + Blue = Green Red + Yellow = Orange Blue + Red = Purple To use collage to create an image. To use paint with control. To draw recognisable images. To print with body parts. To create a water colour wash. To draw recognisable images from observation. To use mixed media with purpose.	To know how to look carefully and create observational drawings. To know how to use different marks to create different effects. To know how to manipulate paper to create 3D forms. To know how to make a standing sculpture. To reflect upon their artwork. FINAL PIECE: 3D standing bird sculpture.	To understand that artists find inspiration from their environment. To know how to create a pattern. To collect things that inspire me. To use careful looking to practice observational drawing. To know how to draw, from touch. To know how to create a wax resist with watercolours. To reflect upon artwork. FINAL PIECE: Wax resist, with watercolour paint, leaves.	To explore pattern, texture and colour. To explore colour and layering. To know how to draw with proportion and scale. To know how to draw/ paint to make images look 3D. To know how to draw a detailed portrait. To reflect upon artwork. FINAL PIECE: Watercolour beetle and Egyptian headdress.	To know about artists: Laura Carlin and Shaun Tan. To know Laura Carlin is an illustrator. To know Shaun Tan illustrates his own stories, in the genre of graphic novels. To know how to use line, shape, colour and materials to text my ideas. To create an image that tells a story. To know how to use composition, sequencing, mark making to describe a narrative. To create a sequence of images to describe a narrative. To reflect upon artwork. FINAL PIECE: Cartoon / accordion book to retell a text.	To know the role and responsibilities of an architect. To know how line, form, structure, material and scale make architecture interesting. To know how to make an architectural model. To reflect upon artwork. FINAL PIECE: 3D architectural model.	

Early Learning Goals:

ELG: Creating with Materials

Children at the expected level of development will:

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function;
- Share their creations, explaining the process they have used;
- Make use of props and materials when role playing characters in narratives and stories.

ELG: Being Imaginative and Expressive

Children at the expected level of development will:

- Invent, adapt and recount narratives and stories with peers and their teacher;
- Sing a range of well-known nursery rhymes and songs;
- Perform songs, rhymes, poems and stories with others, and – when appropriate – try to move in time with music.

ELG Physical Development - Fine Motor Skills

Children at the expected level of development will:

- 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, paintbrushes and cutlery.
- Begin to show accuracy and care when drawing.

Reception Physical Development – Development Matters

- Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
- Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.
- Develop overall body-strength, balance, coordination and agility.

Reception Expressive Arts and Design – Development Matters

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.
- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively, sharing ideas, resources and skills.