

Threshold Concepts:		Develop ideas This concept involves understanding how ideas develop through an artistic process.	Master techniques This concept involves developing a skill set so that ideas may be communicated.	Take inspiration from the greats This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history.
		Unit 1	Unit 2	Unit 3
Reception	Aesthetic Awareness	<ul style="list-style-type: none"> Show awareness of their feelings linked to exploration of real objects, experiences, materials, artefacts and textures within their world, respond to creative and aesthetic experiences, show pleasure and enjoyment, show awareness and appreciation of sensory experiences and a range of different stimuli. 		
	Observation	<ul style="list-style-type: none"> Observe and notice features and details within real objects, artefacts, materials, pictures, paintings and photographs they experience within their world. Talk about what they see, use vocabulary associated with texture, colour, patterns, shapes, form, etc. 		
	Communication	<ul style="list-style-type: none"> Talk about what they are creating, can explain the processes, techniques and materials/media they have used including colours, patterns, shapes, textures, form. Share their ideas, feelings and thoughts about their creations with others. 		
	Physical skill	<ul style="list-style-type: none"> Manipulate, control and explore a range of tools and equipment for different purposes. Use tools and equipment safely. 		
	Art Processes and technique	<ul style="list-style-type: none"> Purposefully explore different techniques within painting, drawing, collage and sculpture using a variety of media and materials. 		
	Evaluation	<ul style="list-style-type: none"> Share and talk about their work/work of others, say what they like and dislike and why, make suggestions about changes they could make or different tools or techniques they could have used 		
	ELG – 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; Share their creations, explaining the process they have used; Make use of props and materials when role playing characters in narratives and stories.
Year 1	Art and Design	<u>Art and Design Skills</u>	<u>Textiles</u>	<u>Sculptures and Collages</u>
	Develop Ideas	<ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. 	<ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. 	<ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.
	Painting	<ul style="list-style-type: none"> Use thick and thin brushes. Mix primary colours to make secondary. 		
	Drawing	<ul style="list-style-type: none"> Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines. 		
	Print			
	Textiles		<ul style="list-style-type: none"> Use weaving to create a pattern. Join materials using glue and/or a stitch. Use plaiting. Use dip dye techniques. 	
	Digital media			
	Collage			<ul style="list-style-type: none"> Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture.
	Sculpture			<ul style="list-style-type: none"> Use a combination of shapes. Include lines and texture. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting, moulding and carving
	Take inspiration from the greats	<ul style="list-style-type: none"> Describe the work of notable artists. artisans and designers. Use some of the ideas of artists studied to create pieces. 		<ul style="list-style-type: none"> Describe the work of notable artists. artisans and designers. Use some of the ideas of artists studied to create pieces.
Year 2	Art and Design	<u>Art and Design skills</u>	<u>Painting and mixed media</u>	• <u>Sculpture and 3D</u>
	Develop Ideas	<ul style="list-style-type: none"> Respond to ideas and starting points. 	<ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. 	<ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.

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	Painting		<ul style="list-style-type: none"> Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones. Create colour wheels. 	
	Drawing	<ul style="list-style-type: none"> Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils. 		
	Print		<ul style="list-style-type: none"> Use repeating or overlapping shapes. Mimic print from the environment (e.g. wallpapers). Use objects to create prints (e.g. fruit, vegetables or sponges). Press, roll, rub and stamp to make prints. 	
	Textiles			
	Digital media	<ul style="list-style-type: none"> Use a wide range of tools to create different textures, lines, tones, colours and shapes. 		
	Collage			
	Sculpture			<ul style="list-style-type: none"> Use a combination of shapes. Include lines and texture. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting, moulding and carving.
Take inspiration from the greats				
Year 3	Art and Design	<u>Painting and Mixed Media</u>	<u>Formal elements of art</u>	<u>Craft and Design</u>
	Develop Ideas	<ul style="list-style-type: none"> Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. 	<ul style="list-style-type: none"> Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. 	<ul style="list-style-type: none"> Develop ideas from starting points throughout the curriculum.
	Painting			<ul style="list-style-type: none"> Mix colours effectively. Use watercolour paint to produce washes for backgrounds then add detail.
	Collage			
	Sculpture			
	Drawing	<ul style="list-style-type: none"> Use different hardness's of pencils to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes). Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture. 	<ul style="list-style-type: none"> Use different hardness's of pencils to show line, tone and texture. Sketch lightly (no need to use a rubber to correct mistakes). Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture. 	<ul style="list-style-type: none"> Use different hardness's of pencils to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes)
	Print	<ul style="list-style-type: none"> Replicate patterns observed in natural or built environments. 		
	Textiles			
Digital Media		<ul style="list-style-type: none"> Create images, video and sound recordings and explain why they were created. 		
Take inspiration from the greats		<ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 		

	Art and Design	<u>Formal elements of art</u>	<u>Textiles</u>	<u>Sculpture</u>
Year 4	Develop Ideas	<ul style="list-style-type: none"> Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language 	<ul style="list-style-type: none"> Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. 	<ul style="list-style-type: none"> Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress.
	Painting	<ul style="list-style-type: none"> Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively. Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour. 		
	Collage			<ul style="list-style-type: none"> Select and arrange materials for a striking effect. Ensure work is precise. Use coiling, overlapping, tessellation, mosaic and montage.
	Sculpture			<ul style="list-style-type: none"> Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). Include texture that conveys feelings, expression or movement. Use clay and other mouldable materials. Add materials to provide interesting detail.
	Drawing	<ul style="list-style-type: none"> Use different hardnesses of pencils to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes). Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture. 		
	Print	<ul style="list-style-type: none"> Use layers of two or more colours. Replicate patterns observed in natural or built environments. Make printing blocks (e.g. from coiled string glued to a block). Make precise repeating patterns. 		
	Textiles		<ul style="list-style-type: none"> Shape and stitch materials. Use basic cross stitch and back stitch. Colour fabric. Create weavings. Quilt, pad and gather fabric 	
	Digital Media			
	Take inspiration from the greats	<ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 		
Year 5	Art and Design	<u>Painting and Mixed Media</u>	<u>Formal elements of art</u>	<u>Sculpture and 3D</u>
	Develop Ideas	<ul style="list-style-type: none"> Use the qualities of materials to enhance ideas Spot the potential in unexpected results as work progresses. 	<ul style="list-style-type: none"> Use the qualities of materials to enhance ideas Collect information, sketches and resources and present ideas imaginatively in a sketch book Comment on artworks with a fluent grasp of visual language. 	<ul style="list-style-type: none"> Use the qualities of materials to enhance ideas Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language

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	Painting	<ul style="list-style-type: none"> Sketch (lightly) before painting to combine line and colour Develop a personal style of painting, drawing upon ideas from other artists. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture. 	<ul style="list-style-type: none"> Sketch (lightly) before painting to combine line and colour Create a colour palette based upon colours observed in the natural or built world. 	
	Collage			
	Sculpture			<ul style="list-style-type: none"> Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form.
	Drawing	<ul style="list-style-type: none"> Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). Use a choice of techniques to depict movement, perspective, shadows and reflection. Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Use lines to represent movement. 		
	Print	<ul style="list-style-type: none"> Mix textures (rough and smooth, plain and patterned). 		
	Textiles			
	Digital Media			<ul style="list-style-type: none"> Enhance digital media by editing (including sound, video, animation, still images and installations).
	Take inspiration from the greats	<ul style="list-style-type: none"> Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists. Create original pieces that show a range of influences and styles 	<ul style="list-style-type: none"> Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists. Create original pieces that show a range of influences and styles 	
Year 6	Art and Design	Formal elements of art	Textiles	Drawing
	Develop Ideas	<ul style="list-style-type: none"> Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book 		<ul style="list-style-type: none"> Spot the potential in unexpected results as work progresses. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece.
	Painting	<ul style="list-style-type: none"> Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture. Develop a personal style of painting, drawing upon ideas from other artists. 		
	Collage		<ul style="list-style-type: none"> Mix textures (rough and smooth, plain and patterned). Combine visual and tactile qualities. Use ceramic mosaic materials and techniques. 	
	Sculpture			<ul style="list-style-type: none"> Show life-like qualities and real-life

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				<p>proportions or, if more abstract, provoke different interpretations.</p> <ul style="list-style-type: none"> • Use tools to carve and add shapes, texture and pattern. • Combine visual and tactile qualities. • Use frameworks (such as wire or moulds) to provide stability and form.
Drawing	<ul style="list-style-type: none"> • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). • Use a choice of techniques to depict movement, perspective, shadows and reflection. • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). • Use lines to represent movement. 			<ul style="list-style-type: none"> • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).
Print	<ul style="list-style-type: none"> • Build up layers of colours. • Create an accurate pattern, showing fine detail. • Use a range of visual elements to reflect the purpose of the work. 			
Textiles		<ul style="list-style-type: none"> • Show precision in techniques. • Choose from a range of stitching techniques. • Combine previously learned techniques to create pieces. 		
Digital Media				
Take inspiration from the greats	<ul style="list-style-type: none"> • Give details (including own sketches) about the style of some notable artists, artisans and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles 	<ul style="list-style-type: none"> • Show how the work of those studied was influential in both society and to other artists 		<ul style="list-style-type: none"> • Give details (including own sketches) about the style of some notable artists, artisans and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles