

Y3	ART AND DESIGN	
Ideas and Inspiration (throughout all units of work)	Master Techniques (Units of work)	
Develop Ideas <ul style="list-style-type: none"> <li>Develop ideas from starting points throughout the curriculum.</li> <li>Collect information, sketches and resources.</li> </ul>	Painting <ul style="list-style-type: none"> <li>Mix colours effectively</li> <li>Use watercolour paint to produce washes for backgrounds then add detail</li> </ul>	Drawing <ul style="list-style-type: none"> <li>Use shading to show light and shadow</li> <li>Use hatching and cross hatching to show tone and texture</li> </ul>
Sketch Books <ul style="list-style-type: none"> <li>Continue to develop a “sketchbook habit”, using a sketchbook as a place to record individual response to the world.</li> <li>Begin to feel a sense of ownership about the sketchbook, which means allowing every child to work at own pace, following own exploration</li> <li>Practice and develop sketchbook use, incorporating the following activities: drawing to discover, drawing to show you have seen, drawing to experiment, exploring colour, exploring paint, testing ideas, collecting, sticking, writing notes...</li> </ul>	Collage <ul style="list-style-type: none"> <li>Cut very accurately</li> <li>Overlap materials</li> <li>Experiment using different colours</li> <li>Use mosaic</li> <li>Use montage</li> </ul>	Sculpting and Textiles <ul style="list-style-type: none"> <li>Add onto their artwork to create texture and shape</li> <li>Work with life size materials</li> <li>Create pop-up</li> <li>Add texture to a piece of work</li> <li>Plan, create and evaluate a sculpture</li> </ul>
Take inspiration from the Greats <ul style="list-style-type: none"> <li>Replicate some of the techniques used by notable artists, artisans and designers</li> <li>Create original pieces that are influenced by studies of others</li> </ul>	Print <ul style="list-style-type: none"> <li>Make a printing block</li> <li>Make a 2 colour print</li> </ul>	Digital media <ul style="list-style-type: none"> <li>Create images, video and sound recordings</li> <li>Explain why my recordings were created</li> </ul>
Y4	ART AND DESIGN	
Ideas and Inspiration (throughout all units of work)	Master Techniques (Units of work)	
Develop Ideas <ul style="list-style-type: none"> <li>Develop ideas from starting points throughout the curriculum.</li> <li>Collect information, sketches and resources.</li> </ul>	Painting <ul style="list-style-type: none"> <li>Create all the colours they need</li> <li>Create mood in their paintings</li> <li>Successfully use shading to create mood and feeling</li> </ul>	Drawing <ul style="list-style-type: none"> <li>Begin to show facial expressions and body language in their sketches? Can they identify and draw simple objects, and use marks and lines to produce texture</li> <li>Identify and draw simple objects, and use marks and lines to produce texture</li> <li>Organise line, tone, shape and colour to represent figures and forms in movement</li> <li>Show reflections</li> <li>Explain why they have chosen specific materials to draw with</li> </ul>

<b>Sketch Books</b> <ul style="list-style-type: none"> <li>• Use their sketch books to express their feelings about various subjects and outline likes and dislikes</li> <li>• Produce a montage all about themselves</li> <li>• Use their sketch books to adapt and improve their original ideas</li> <li>• Keep notes about the purpose of their work in their sketch books</li> </ul>	<b>Collage</b> <ul style="list-style-type: none"> <li>• Use ceramic mosaic to produce a piece of art</li> <li>• Combine visual and tactile qualities</li> </ul>	<b>Sculpting and Textiles</b> <ul style="list-style-type: none"> <li>• Experiment with and combine materials and processes to design and make 3D form</li> <li>• Begin to sculpt clay and other mouldable materials</li> <li>• Use early textile and sewing skills as part of a project</li> <li>• Plan, create and evaluate a sculpture</li> </ul>
<b>Take inspiration from the Greats</b> <ul style="list-style-type: none"> <li>• Experiment with different styles which artists have used</li> <li>• Explain art from other periods of history</li> </ul>	<b>Print</b> <ul style="list-style-type: none"> <li>• Print using at least four colours</li> <li>• Create an accurate print design</li> <li>• Print onto different materials</li> </ul>	<b>Digital media</b> <ul style="list-style-type: none"> <li>• Present a collection of their work on a slide show</li> <li>• Create a piece of art work which includes the integration of digital images they have taken</li> <li>• Combine graphics and text based on their research</li> </ul>

**Y5**

**ART AND DESIGN**

<b>Ideas and Inspiration (throughout all units of work)</b>	<b>Master Techniques (Units of work)</b>	
<b>Develop Ideas</b> <ul style="list-style-type: none"> <li>• Experiment with different styles which artists have used</li> <li>• Learn about the work of others by looking at their work in books, the Internet, visits to galleries and other sources of information</li> </ul>	<b>Painting</b> <ul style="list-style-type: none"> <li>• Create all the colours they need</li> <li>• Create mood in their paintings</li> <li>• Express their emotions accurately through their painting and sketches</li> </ul>	<b>Drawing</b> <ul style="list-style-type: none"> <li>• Identify and draw simple objects, and use marks and lines to produce texture</li> <li>• Successfully use shading to create mood and feeling</li> <li>• Organise line, tone, shape and colour to represent figures and forms in movement</li> <li>• Show reflections</li> <li>• Explain why they have chosen specific materials to draw with</li> </ul>
<b>Sketch Books</b> <ul style="list-style-type: none"> <li>• Keep notes in their sketch books as to how they might develop their work further</li> <li>• Use their sketch books to compare and discuss ideas with others</li> </ul>	<b>Collage</b> <ul style="list-style-type: none"> <li>• Use ceramic mosaic to produce a piece of art</li> <li>• Combine visual and tactile qualities</li> </ul>	<b>Sculpting and Textiles</b> <ul style="list-style-type: none"> <li>• Experiment with and combine materials and processes to design and make 3D form</li> <li>• Sculpt clay and other mouldable materials</li> <li>• Use textile and sewing skills as part of a project, e.g. hanging, textile book, etc.? This could include running stitch, cross stitch, backstitch, appliqué and/or embroidery</li> <li>• Plan and create a sculpture. Evaluate their sculpture using artistic language.</li> </ul>

<p>Take inspiration from the Greats</p> <ul style="list-style-type: none"> <li>• Give details (including own sketches) about the style of some notable artists, artisans and designers.</li> <li>• Show how the work of those studied was influenced in both society and to other artists.</li> <li>• Create original pieces that show a range of influences and styles.</li> </ul>	<p>Print</p> <ul style="list-style-type: none"> <li>• Print using a number of colours</li> <li>• Create an accurate print design that meets a given criteria</li> <li>• Print onto different materials</li> </ul>	<p>Digital media</p> <ul style="list-style-type: none"> <li>• Create a piece of art work which includes the integration of digital images they have taken</li> <li>• Combine graphics and text based on their research</li> <li>• Scan images and take digital photos, and use software to alter them, adapt them and create work with meaning.</li> <li>• Create digital images with animation, video and sound to communicate their ideas.</li> </ul>
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Y6

**ART AND DESIGN**

<p><b>Ideas and Inspiration (throughout all units of work)</b></p>	<p><b>Master Techniques (Units of work)</b></p>	
<p>Develop Ideas</p> <ul style="list-style-type: none"> <li>• Make a record about the styles and qualities in their work</li> <li>• Say what their work is influenced by</li> <li>• Include technical aspects in their work, e.g. architectural design</li> </ul>	<p>Painting</p> <ul style="list-style-type: none"> <li>• Explain what their own style is</li> <li>• Use a wide range of techniques in their work</li> <li>• Explain why they have chosen specific painting techniques</li> </ul>	<p>Drawing</p> <ul style="list-style-type: none"> <li>• Do sketches communicate emotions and a sense of self with accuracy and imagination?</li> <li>• Explain why they have combined different tools to create their drawings</li> <li>• Explain why they have chosen specific drawing techniques</li> </ul>
<p>Sketch Books</p> <ul style="list-style-type: none"> <li>• Sketch books contain detailed notes, and quotes explaining about items</li> <li>• Compare their methods to those of others and keep notes in their sketch book</li> <li>• Combine graphics and text based research of commercial design, for example magazines etc., to influence the layout of their sketch books</li> <li>• Adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations in</li> </ul>	<p>Collage</p> <ul style="list-style-type: none"> <li>• Justify the materials they have chosen</li> <li>• Combine pattern, tone and shape</li> </ul>	<p>Sculpting and Textiles</p> <ul style="list-style-type: none"> <li>• Create models on a range of scales</li> <li>• Create work which is open to interpretation by the audience</li> <li>• Include both visual and tactile elements in their work</li> <li>• Independently plan, create and evaluate a sculpture. Use a wide variety of tools and refine skills. Evaluate and edit their sculpture using artistic language.</li> </ul>
<p>Take inspiration from the Greats</p> <ul style="list-style-type: none"> <li>• Give details (including own sketches) about the style of some notable artists, artisans and designers.</li> <li>• Show how the work of those studied was influenced in both society and to other artists.</li> <li>• Create original pieces that show a range of influences and styles.</li> </ul>	<p>Print</p> <ul style="list-style-type: none"> <li>• Overprint using different colours</li> <li>• Look very carefully at the methods they use and make decisions about the effectiveness of their printing methods</li> </ul>	<p>Digital media</p> <ul style="list-style-type: none"> <li>• Use software packages to create pieces of digital art to design.</li> <li>• Create a piece of art which can be used as part of a wider presentation</li> </ul>