



## ART & DESIGN - Curriculum End Points

Concepts	End of Y4 pupils will know and demonstrate	End of Y6 pupils will know and demonstrate
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> <li>● Adapt and refine ideas as they progress.</li> <li>● Explore ideas in a variety of ways.</li> <li>● Comment on artworks using visual language.</li> </ul>	<ul style="list-style-type: none"> <li>● Develop and imaginatively extend ideas from starting points throughout the curriculum.</li> <li>● Collect information, sketches and resources and present ideas imaginatively in a sketch book.</li> <li>● Use the qualities of materials to enhance ideas.</li> <li>● Spot the potential in unexpected results as work progresses.</li> <li>● Comment on artworks with a fluent grasp of visual language.</li> </ul>
Master Techniques		
- Painting	<ul style="list-style-type: none"> <li>● Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.</li> <li>● Mix colours effectively.</li> <li>● Use watercolour paint to produce washes for backgrounds then add detail.</li> <li>● Experiment with creating mood with colour.</li> </ul>	<ul style="list-style-type: none"> <li>● Sketch (lightly) before painting to combine line and colour.</li> <li>● Create a colour palette based upon colours observed in the natural or built world.</li> <li>● Use the qualities of watercolour and acrylic paints to create visually interesting pieces.</li> <li>● Combine colours, tones and tints to enhance the mood of a piece.</li> <li>● Use brush techniques and the qualities of paint to create texture.</li> <li>● Develop a personal style of painting, drawing upon ideas from other artists.</li> </ul>
- Collage	<ul style="list-style-type: none"> <li>● Select and arrange materials for a striking effect.</li> <li>● Ensure work is precise.</li> <li>● Combine visual and tactile qualities.</li> <li>● Use ceramic mosaic materials and techniques.</li> </ul>	<ul style="list-style-type: none"> <li>● Mix textures (rough and smooth, plain and patterned).</li> <li>● Use coiling, overlapping, tessellation, mosaic and montage.</li> <li>● Combine pattern, tone and shape</li> </ul>
- Sculpture	<ul style="list-style-type: none"> <li>● Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).</li> </ul>	<ul style="list-style-type: none"> <li>● Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.</li> <li>● Use tools to carve and add shapes, texture and pattern.</li> </ul>



	<ul style="list-style-type: none"> <li>● Include texture that conveys feelings, expression or movement.</li> <li>● Use clay and other mouldable materials.</li> <li>● Add materials to provide interesting detail.</li> </ul>	<ul style="list-style-type: none"> <li>● Combine visual and tactile qualities.</li> <li>● Use frameworks (such as wire or moulds) to provide stability and form.</li> </ul>
- Drawing	<ul style="list-style-type: none"> <li>● Use different hardnesses of pencils to show line, tone and texture.</li> <li>● Annotate sketches to explain and elaborate ideas.</li> <li>● Sketch lightly (no need to use a rubber to correct mistakes).</li> <li>● Use shading to show light and shadow.</li> <li>● Use hatching and cross hatching to show tone and texture.</li> </ul>	<ul style="list-style-type: none"> <li>● Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).</li> <li>● Use a choice of techniques to depict movement, perspective, shadows and reflection.</li> <li>● Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</li> <li>● Use lines to represent movement.</li> </ul>
- Print	<ul style="list-style-type: none"> <li>● Use layers of two or more colours.</li> <li>● Replicate patterns observed in natural or built environments.</li> <li>● Make printing blocks (e.g. from coiled string glued to a block).</li> <li>● Make precise repeating patterns.</li> </ul>	<ul style="list-style-type: none"> <li>● Build up layers of colours.</li> <li>● Create an accurate pattern, showing fine detail.</li> <li>● Use a range of visual elements to reflect the purpose of the work.</li> </ul>
- Textiles	<ul style="list-style-type: none"> <li>● Shape and stitch materials.</li> <li>● Use basic cross stitch and back stitch.</li> <li>● Create weavings.</li> </ul>	<ul style="list-style-type: none"> <li>● Show precision in techniques.</li> <li>● Choose from a range of stitching techniques.</li> <li>● Combine previously learned techniques to create pieces.</li> </ul>
- Digital	<ul style="list-style-type: none"> <li>● Create images, video and sound recordings and explain why they were created.</li> </ul>	<ul style="list-style-type: none"> <li>● Enhance digital media by editing (including sound, video, animation, still images and installations).</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>	<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 influential in both society and to other artists.</li> <li>● Create original pieces that show a range of influences and styles.</li> </ul>

