

a

Curriculum  
Breadth  
Years 1 and 2

Curriculum  
Breadth  
Years 3 and 4

Curriculum  
Breadth  
Years 5 and 6

b

Concepts – skills and knowledge

c

Milestone 1

Milestone 2

Milestone 3

d

B  
Yr 1

A  
Yr 2

D  
Yr 2

B  
Yr 3

A  
Yr 4

D  
Yr 4

B  
Yr 5

A  
Yr 6

D  
Yr 6

# KS 1 - Breadth

Year 1	Year 2
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.	
Learn about the work of a range of artists describing the differences and similarities between different practices and disciplines, and making links to their own work.	

# KS 2 - Breadth

Year 3	Year 4	Year 5	Year 6
Develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.			
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.			
Learn about great artists in history.			

# Techniques Overview

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# Art Organisation

	Autumn		Spring		Summer	
	1	2	1	2	1	2
1	Georgia O'Keefe – Leaves (Drawing/Painting)				Henri Matisse- Monotype prints (Printing)	Henri Matisse- The Snail (Collage)
2	Pablo Picasso- Self Portraits (Collage)	Andy Goldsworthy- 'Land Art' (Sculpture)	Andrea Larko – Fish (Drawing/Painting)			
3	Vincent Van Gogh – Landscapes (Drawing/Painting)				1. Barbara Hepworth- Landscape sculptures in clay	
4	Giorgio Morandi – Still Life (Drawing/Painting)				Beatriz Milhazes- Geometric patterns (Collage)	
5	David Hockney – Swimming (Drawing)		David Hockney – Swimming (Painting)		Andy Warhol- Block prints and reduction prints of modern day icons (Printing)	
6	Henri Rousseau – Jungles (Drawing/Painting)					Grayson Perry-Clay coil pots (Sculpture)

# Overview – Drawing and Painting

Milestone 1		Milestone 2		Milestone 3	
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Artist:</b> Georgia O’Keeffe <b>Theme:</b> Leaves	<b>Artist:</b> Andrea Larko <b>Theme:</b> Fish	<b>Artist:</b> Vincent van Gogh <b>Theme:</b> Impressionist Landscapes	<b>Artist:</b> Giorgio Morandi <b>Theme:</b> Still Life	<b>Artist:</b> David Hockney <b>Theme:</b> Swimming pools / Water, reflections and distortion	<b>Artist:</b> Henri Rousseau <b>Theme:</b> Jungles
<b>Drawing</b>  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.		<b>Drawing</b>  Use different hardness 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.		<b>Drawing</b>  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.	
<b>Painting</b>  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.		<b>Painting</b>  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.		<b>Painting</b>  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.	

# Overview – Collage, Sculpture and Printing

Milestone 1		Milestone 2		Milestone 3	
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Artist:</b> Henri Matisse (Printing) <b>Theme:</b> Monotype printing of abstract leaves  <b>Artist:</b> Henri Matisse (Collage) <b>Theme:</b> Snail- abstract collage	<b>Artist:</b> Pablo Picasso (Collage) <b>Theme:</b> Self-portraits  <b>Artist:</b> Andy Goldsworthy (Sculpture) <b>Theme:</b> 'Land Art'	<b>Artist:</b> Barbara Hepworth (Sculpture) <b>Theme:</b> Landscape themed abstract sculpture (Clay)	<b>Artist:</b> Beatriz Milhazes (Collage) <b>Theme:</b> Geometric pattern collage using found materials	<b>Artist:</b> Andy Warhol (Printing) <b>Theme:</b> Reduction print and block print of contemporary images	<b>Artist:</b> Grayson Perry (Sculpture) <b>Theme:</b> Coil pots (clay) decorated with narrative of current issues in society, including moving to secondary school
<b>Collage</b>  Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture.		<b>Collage</b>  Select and arrange materials for a striking effect. Ensure work is precise. Use coiling, overlapping, tessellation, mosaic and montage.		<b>Collage</b>	
<b>Sculpture</b>  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.		<b>Sculpture</b>  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.		<b>Sculpture</b>  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.	
<b>Printing</b>  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.		<b>Printing</b>		<b>Printing</b>  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.	