National Curriculum Objectives



Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)
- about great artists, architects and designers in history.

	KSI	Year 3	Year 4	Year 5	Year 6	KS3
			CONCEP	TUAL		
		To know that artists can identify shapes within objects as a method to draw To know what is meant by abstract art To know that texture can be created through rubbings	To know that pencils have different grades to support shade and tone To know that pencil pressure can create different effects To know what is meant by proportion in art To know that drawing can be created through various multi-media	To know that impact, audience and purpose can affect an image To know what is meant by collagraph in art To know techniques can be combined to create a finished piece of art To know which materials are best suited for varying pieces	To know what is meant by gestural marks To know that marks can be made by gestural and expressive methods To know that symbolism can be used to create imagery To know that tone can affect a piece of art	
			PPO	of art CEDURAL		
Draw	Banks Road - Drawing Layer different media Understand the basic use of a sketchbook and work out ideas for drawings Create different tones using light and dark Show texture and patterns in their drawings Draw for a sustained period of time from the figure and real objects (single and grouped) Experiment with line, shape, pattern and colour	To be able to identify shapes in objects to be able to draw To be able to create and achieve tone by shading To be able to make texture rubbings, using drawing tools To be able to hold a pencil to shade To be able to make careful observations to accurately draw an object	To be able to use pencils with different grades To be able to use a pencil with varying pressure To be able to use observation skills to sketch objects To be able to draw objects in proportion To be able to use charcoal and a rubber to create tone To be able to create a wax resist background	To be able to draw the same image in various ways To be able to create collagraph print/plate To be able to develop drawn ideas for a print To be able to combine techniques to create a final composition To be able to make choices with materials and tools used to create a piece of art	To be able to use gestural and expressive ways to make marks To be able to combine imagery into unique pieces To be able to use different tonal techniques (e.g. chiaroscuro) To be able to create handmade tools to be used for drawing To be able to use charcoal to create effects in drawing.	- to use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas - to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work

To be able to create abstract compositions to draw more expressively	To be able to use scissors and paper as a method to draw To be able to use different tools to draw onto a painted surface			
KAPOW - Growing Artists	KAPOW - Power prints	KAPOW - I need space	KAPOW - Make my voice heard	

	KSI	Year 3	Year 4	Year 5	Year 6	KS3		
	CONCEPTUAL							
bita		To know that painting on different surfaces creates different effects To know what is meant by the terms positive and negative space To know that painting can be done with a variety of tools To know that different brush sizes can be used for effecting a piece of art	To know that there are primary, secondary and tertiary colours To know what tint and shade are To know that different techniques can be used in painting (e.g. stippling, dabbing, washing) To know that a plan can help support a piece of artwork being created	To know that a plan can affect a painting To know that different media can be used within art (e.g. photography) To know that a combination of materials can affect the outcome of a composition To know that colours can affect the atmosphere of a piece of art	To know that there can be different interpretations for the same piece of art To know that artists can develop / be known for a specific style			
2		To know about primary and						
न्द्र	secondary colours PROCEDURAL							
& mixed media	Banks Road - Painting	To be able to use simple	To be able to tint and shade	To be able to modify a plan	To be able to use sketchbooks	- to use a range of techniques		
	 Experiment with tools and techniques inc 	shapes to scale up a drawing	by adding black and white	prior to painting	to present research / information	and media, including painting - to analyse and evaluate		
Painting 8	layering, mixing media, scraping through etc · Mix their own brown · Make tints by adding white · Make tones by adding black · Work on a range of scales · Create a print using pressing, rolling, rubbing and stamping · Create a print like a designer - design patterns of increasing complexity and repetition	To be able to create an image using positive and negative space To be able to create a textured background using charcoal and chalk To be able to use natural objects as tools to paint with To be able to make paintings using natural materials To be able to use different parts of a brush to create different textures To be able to mix colours	To be able to use different techniques in a piece of art (e.g. stippling, dabbing, washing) To be able to use tints and shade to create a 3D effect To be able to choose suitable painting tools appropriate to the art piece being created To be able to draw a painting first To be able to organise areas independently for a painting task	To be able to use text as lines and tone To be able to experiment with materials to create a background to draw on to To be able to use a photograph as a starting point for mixed-media artwork To be able to take a photograph to be used as a portrait exploring different angles To be able to choose colours to represent an atmosphere / idea	To be able to develop ideas to plan a final piece To be able to make a personal response to an artists' piece of art To be able to use different methods to analyse artwork, such as; drama, discussion and questioning	their own work, and that of others, in order to strengthen the visual impact or applications of their work		

	KAPOW - Prehistoric painting	KAPOW - Light and dark	KAPOW - Portraits	KAPOW – Artist study	

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	CONCEPTUAL							
			To know that a mood board can convey a general feeling or idea To know that observational drawings support pattern for design To know that painting can be done on a range of surfaces (e.g. fabric) To know that batik is a traditional fabric decoration technique		To know what is meant by a photomontage To know that materials can be used to produce photorealistic artwork To know that there are many different features of photography (e.g. macro) To know that digital imagery can be manipulated using editing tools			
5				CEDURAL				
design	Banks Road - Printing & Textiles/Collage • Use a variety of		To be able to select imagery as inspiration for a project		To be able to create a photomontage	- to increase their proficiency in the handling of different materials		
Craft &	techniques inc weaving, French knitting, tie-dying, fabric crayons and wax		To be able to make a mood board		To be able to follow a design brief	- about the history of art; craft, design and architecture; including periods, styles and		
ن	oil resist and embroidery . Create textured collages		To be able to recognise a theme and use colour palettes accordingly		To be able to use a camera /tablet for photography	major movements from ancient times up to the present day.		
	from a variety of media • Make a mosaic		To be able to be able to trace a design		To be able to identify parts of a camera			
			To be able to create a repeating pattern tile using cut/torn paper		To be able to take a macro photo considering composition To be able to use props/ drama within a photograph			
			To be able to use glue as an alternative to batik		To be able to photo portraits			
			To be able to use materials, like glue, dependent on the desired outcome		To be able to use a grid method to draw a photograph			
			KAPOW - Fabric of nature		KAPOW - Photo opportunity			

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	CONCEPTUAL							
		To know that 2D shapes joined together create 3D shapes To know what is meant by the term; negative space To know that a plan can support the creation of a sculpture To know that there is a variety of ways to join	To know that when a sculpture moulds using their fingers it is called modelling. To know that the application of water on to clay helps to make it malleable and workable. To know that there are a variety of ways to join materials, such as clay	To know that initially designing on a small scale can support larger scale models To know that a plan can be changed based off a small-scale model To know that an installation needs consideration for light, display and sound	To know that different techniques can be used to manipulate a material such as cardboard To know that initial ideas can be translated into a sculptural form, following a design process			
		materials, such as card						
				CEDURAL				
Sculpture and 3D	Banks Road - 3D · Manipulate clay for a variety of purposes inc thumb pots, simple coil pots and models · Build a textured relief tile · Understand the safety and basic care of materials and tools · Experiment with and construct and join recycled, natural and man-made materials more confidently	To be able to join 2D shapes together to create 3D shapes To be able to join larger pieces of materials together to form 3D shapes, considering stability To be able to shape card in different ways To be able to identify and draw negative spaces To be able to plan a sculpture by drawing To be able to create different joints within card, e.g. slots, tabs, wrapping To be able to add surface detailing to a sculpture	To be able to use Modroc or air-dry clay considering form, texture and structure To be able to use a range of materials to make 3D artwork To be able to mould and sculpt air-dry clay To be able to refer to a plan when painting a sculpted piece of art To be able to manipulate clay to reach a specific outcome To be able to use different techniques to join pieces of clay together (supported during FS sessions)	To be able to make an explosion drawing, exploring the effects of different materials (e.g. Cai Guo-Qiang) To be able to create small-scale models To be able to use everyday objects to form a sculpture To be able to manipulate ordinary objects for a sculpture (e.g. wrapping, covering, colouring, joining) To be able to trial new ideas for an interactive sculpture To be able to plan an installation proposal, considering light, sound and display KAPOW - Interactive installation	To be able to translate a 2D image into 3D form To be able to manipulate cardboard to create 3D form (e.g. tearing, cutting, folding, bending, ripping) To be able to manipulate cardboard to create texture To be able to make a relief sculpture using cardboard To be able to make visual notes to support the planning of a final piece To be able to translate ideas into a sculptural form	- about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.		