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| **Skill** | **Year 1** | **Year 2** | **Year 3** | **Year 4** | **Year 5** | **Year 6** |
| **Generating ideas** | Develop a **sketchbook habit** and understand some of the activities which might take place in a sketchbook e.g: **drawing, cutting/sticking, collecting**.  Develop questions to ask when looking at artworks and /or **stimulus**:  -Describe what you can see.  -Describe what you like? Why?  -How does it make you feel?  -What would you like to ask the artist?  Generate ideas through playful, hands-on, **exploration** of materials without being constricted towards a pre-defined **outcome**.  Enjoy looking at artwork made by **artists, craftspeople, architects and designers**, and finding **elements** which inspire. | Practice and develop **sketchbook** use, incorporating the following new activities: **drawing to discover, drawing to show you have seen, drawing to experiment, collecting, sticking, writing notes**…  Look at a variety of types of source material and understand the differences: including images on screen, images in books and websites, art work in galleries and objects in museums.  Generate ideas through **exploration** of materials, building an understanding of what each material can do, how it can be constructed, being open during the **process** to unexpected ideas. | Practice and develop **sketchbook** use, incorporating the following new activities: **exploring colour, exploring paint, testing ideas, collecting, sticking, writing notes, looking back, thinking forwards and around…**  Use digital media to identify and research artists, craftspeople, architects and designers.  Discuss artist’s **intention** and **reflect** upon your **response**.  Look at artforms beyond the visual arts: literature, drama, music, film etc and explore how they relate to your visual art form.  Use growing knowledge of how **materials** and **medium** act, to help develop ideas. Continue to **generate ideas** through space for playful making.  Develop questions to ask when looking at artworks and /or stimulus:  -Describe what you see  -What do you like/dislike? Why  -What is the artist saying to us in this artwork?  -How does it make you feel?  -How might it inspire you in making your own art? | Continue to develop a “**sketchbook habit**”, using a sketchbook as a place to record individual response to the world.  Develop questions to ask when looking at artworks and /or **stimulus**:  -Describe the artwork.  -What do you like/dislike? Why?  -Which other senses can you bring to this artwork?  -What is the artist saying to us in this artwork?  -How might it inspire you to make your own artwork?  -If you could take this art work home, where would you put it and why?  -Take part in small scale **crits** throughout so that brainstorming becomes part of the creative process.  Explore how ideas **translate** and **develop** through different **medium** (i.e. a drawing in pencil or a drawing in charcoal).  Use digital media to identify and research **artists, craftspeople, architects** and **designers**. | Continue to develop a “**sketchbook habit**”, using a sketchbook as a place to record individual response to the world.  Develop a sense of **ownership** about the sketchbook, which means allowing every child to work at own pace, following own **exploration**.  Increasingly see the sketchbook as a place which raises questions which can be explored/answered outside the sketchbook, so that the link between sketchbook and **journey** and outcome becomes understood.  Develop questions to ask when looking at artworks and /or stimulus:  -Describe the artwork.  -What do you like/dislike? Why?  -Which other senses might you bring to this artwork? How does it make you feel?  -What is the artist saying to us in this artwork?  -How might it inspire you to make your own artwork?  -Who or what else might you look at to help feed your creativity?  Take part in small scale **crits** throughout so that brainstorming becomes part of the creative process  Use digital media to identify and research artists, craftspeople, architects and designers.  Be given time and space to engage with the physical world to stimulate a creative response (visiting, seeing, holding, hearing), including found and manmade objects.  Use camera phones (still and video) to help ”see” and “collect” (digital sketchbook). | |
| **Evaluating** | Enjoy listening to other people’s views about artwork made by others.  Feel able to express and share an **opinion** about the artwork.  Talk to a peer or teacher about the artwork made and share what you have enjoyed during the **process**, and what you like about the end **result**. | Take photos of work made so that a **record** can be kept, to be added to a digital folder/presentation to capture progression.  Use **documenting** the artwork as an opportunity for discussion about how to present work, and a chance for pupils to use digital media. | Think about why the work was made, as well as how.  Talk to a peer or teacher about the artwork made and share what you have enjoyed during the **process**, and what you like about the end result.  Make suggestions about other people’s work, using things you have seen or experienced yourself.  Share work to others in small groups, and listen to what they think about what you have made.  Discuss problems which came up and how they were solved. Think about what you might try next time.  Take photos of work made so that a record can be kept, to be added to a digital folder/presentation to capture progression. | | Share how other artists/artwork **inspired** you and how your work fits into larger **context**.  Present work in **retrospect**, i.e. to class, assembly or parents.  Take photos of work made so that a record can be kept, to be added to a digital folder/presentation to capture progression.  Use documenting the artwork as an opportunity for discussion about how to present work as an artist/maker/designer would to a client, and a chance for pupils to use digital media.  Share your response to the artwork.  Ask questions about **process**, **technique**, **idea** or **outcome**.  Share work to others in small groups, and listen to what they think about what you have made.  Make suggestions about other people’s work, using things you have seen or experienced yourself. | |
| **Drawing** | Begin to explore a variety of drawing materials including **pencil, graphite, pen, chalk, soft pastel, wax** and **charcoal**.  Explore **mark making** to start to build mark-making vocabulary.  Undertake projects which explore **observational drawing** (drawing what you see), to record what is seen, and also **experimental** drawing, to share what is felt.  Become familiar with 2 or more drawing exercises repeated over time to build skill. | Develop **mark-making** skills through experimentation with various drawing media: **pencil, graphite, chalk, soft pastel, wax** and **charcoal.**  Explore a variety of drawing starting points (**stimuli**), including **close looking via observation from primary & secondary source material,** **drawing from memory and imagination.** These might include **figurative, still life** and **landscape.**  Use drawings as basis for **collage.** | Practice **observational drawing** from the **figure**, exploring **careful looking, intention, seeing big shapes, drawing with gesture,** and **quick sketching.**  Continue to familiarize with sketchbook / drawing exercises. Let children describe how to undertake the ones they know as means of recap/reminder and introduce new ones, which are practiced regularly.  Make larger scale drawing from observation and imagination. | Continue to familiarize with sketchbook / drawing exercises. Let children describe how to undertake the ones they know as means of recap/reminder and introduce new ones, which are practiced regularly.  Use growing **technical skill** and knowledge of different drawing materials, combined with increasing confidence in making a **creative response** to a wide range of stimuli, to explore more experimental drawing, following child’s own interests/affinities.  **Layering of media, mixing of drawing media** | Continue with the key drawing exercises.  Explore the relationship of **line**, **form** and **colour**.  Follow a series of guided activities which each offer pupils an opportunity to make their own individual **creative response.**  Explore **scaling up** drawings, bringing in all **mark-making** skills previously learnt, and using technique to provide opportunity to transform original. | Continue with the key drawing exercises    Revisit **still life**. Develop drawing skills using **observational drawing**  Explore **drawing** and **mark making** on new surfaces, e.g. clay, linking to **genres** such as **portraiture** or **landscape.**  Explore **geometric** **design/pattern / structure**.  Explore **sequential drawing** and **narrative** e.g. **manga** and **graphic novels,** possibly linking into develop into set design. |
| **Painting**  **And**  **Collage** | Recognise **primary colours** and use an experiential approach to simple **colour mixing** to discover secondary colours.  Benefit from experiences learnt through drawing (**mark-making, observational drawing**, experimental drawing) and apply these skills to **painting** and **collage**  Enjoy discovering the **interplay** between materials for example **wax** and **watercolour** | Continue to mix colours experientially.  Revisit **colour mixing** and understand relationships of **primary** and **secondary** **colours** and apply colour mixing skills to a project.  Explore painting on different surfaces, such as fabric and different scales  Use new colour mixing knowledge and transfer it to other **media**, e.g.**soft pastel** and **plasticine.** | Apply and build upon **colour mixing** and **mark-making skills** previously learnt, thinking about how certain **colour ranges/combinations** affect the **outcome**.  Explore painting on new surfaces using colour as **decoration**. | Combine artforms such as **collage, painting and printmaking** in **mixed media projects** | Paint on new surfaces (e.g. **stone, fabric, walls, floors** and **work collaboratively** to produce images in new **contexts**)  Explore **sculptural** **ideas** of **balance** (**physical and aesthetic)** and **creative risk taking** and **play.** | Combine artforms such as **collage**, **painting** and **printmaking** in **mixed media projects.**  Paint on new surfaces (e.g. **stone, fabric, walls, floors** and work collaboratively to produce images in new contexts) |
| **3D form** | Explore, discover and invent ways for **2d** to transform into **3d** sculpture. This might be through creating drawings or **prints** on paper which are then folded, through **collage** which becomes **relief**, through 2d shapes which are cut out and **constructed** with.  Explore modelling materials such as Modroc, clay and plasticine in an open-ended manner, to discover what they might do. | Cut simple shapes from card and use them to **construct** architectural forms.  Use drawn, collaged and printed elements as surface decoration for the architectural **maquettes**.  Use **digital media** (**film** and **still photos**) to create records of models made, including walk-through videos of the inside of the architectural spaces. | Make an **armature** from **paper** and **tape** and use as the basis to explore **modelling** with **Modroc** to make **sculpture**  Explore a simple clay technique such as making **slab pieces**, and decorate them **relief patterns** based upon observational drawing skills  Explore how combinations of materials such as **wire, paper, fabric, string, card** can be transformed into **sculpture**, discovering how best to **manipulate** them (**cut, tear, bend, fold**) and fasten them together (**tie, bind, stick**). | Work with a modelling material (clay or plasticine) to create quick **3d figurative sketches** from life or imagination.  Combine with developing visual literacy skills so that the 3d sketches explore how we read and communicate emotion and idea  Develop **visual literacy** skills and discover how context and intention can change the meaning of objects e.g. imagery within artwork  **Construct** with a variety of materials (**wool, string, twigs, found objects, paper etc**.) exploring how to bring different media together, both technically and visually | Explore **architecture** of another time and / or culture, and make individual work in response to what is seen. Enable **evolution of ideas** through a combination of design through making and drawn inspiration.  Develop visual literacy skills: explore how we ***look at***and ***respond to***things people have made, and then include this awareness when making sculpture.  Enable sketchbook work above to **evolve** and **inform** into a **sculpture** project.  Combine and **construct** with a variety of materials, including modelling and paint. | Develop clay (and drawing) skills by creating **pinch pots** based upon still life observation  Develop drawing and making skills and combine with narrative/character development and make **puppets**. Using tools to cut intricate shapes and use fastenings to create **moving parts**. Work collaboratively to perform, and use **digital media** to record. |
| **Print**  **Making & Design** | Explore simple **printmaking**.  For example using plasticine, found materials or quick print foam.  Search out **found objects** to be used as tools to press into **plasticine** to create texture and to understand notions of **positive** and **negative**. Use rollers or the backs of spoon to create pressure to make a **print**.  Explore **pattern, line, shape** and **texture.** | Explore simple **mono** **printing** techniques using **carbon paper**, using observational drawing skills and mark making skills explored through drawing and colour mixing skills. |  | Develop design through making skills and collaborative working skills through fashion design. Explore **paper and card manipulation skills** to build **3d forms.**  Extend into an exploration of fabric, **deconstructing** old clothes and **reconstructing** **elements** into new items. | Explore **relationship** between **sculpture** and **design** through a sketchbook project which takes film/literature/drama as its starting point and facilitates an open-ended **sculptural** **exploration**, with children working at their own pace and following their own journey. | Explore **set design** using mixed media and linking literature, drama, music and design.  Explore **transformation of materials** following own journey to produce an object which conveys personality of maker/designer. |
| **Digital & Animation** |  |  | Building on **mark-making** and **observational** **skills**, make drawings of animals, people and vehicles Use **scissors** to **dissect** the and **reconstruct** them into drawings that move  Use digital media to make **animations** from the drawings that move |  |  | Use **digital media** to identify and research artists, craftspeople, architects and designers.  Use **camera** (still and video) to help ”see” and “collect” (digital sketchbook). |
| **Knowledge &**  **Understand-ing** | Each child should know:  -How to recognise and describe some simple characteristics of different kinds of art, craft and design  -The names of tools, techniques and formal elements (in **bold** above)  Each child should be given the opportunity to:  -Discover that art is subjective (we all have our own legitimate understanding)  -Understand ideas can come through hands-on exploration  -Begin to build knowledge of what different materials and techniques can offer the creative individual  -Work at different scales, alone and in groups | Each child should:  -Know how to recognise and describe some simple characteristics of different kinds of art, craft and design  -Know the names of tools, techniques and formal elements (in **bold** above)  -Know that different forms of creative works are made by artists, craftspeople, and designers from all cultures and times, for different purposes  -Be able to talk about the materials, techniques and processes they have used, using an appropriate vocabulary  Each child should be given the opportunity to:  -Discover that art is subjective (we all have our own legitimate understanding)  -Begin to feel confident to express a preference  -Experience the connection between brain, hand and eye  -Understand ideas can come through hands-on exploration  -Begin to build knowledge of what different materials and techniques can offer the creative individual  -Work at different scales, alone and in groups | Each child should:  -Know the names of tools, techniques and formal elements (in **bold** above)  -Know that different forms of creative works are made by artists, craftspeople, and designers from all cultures and times, for different purposes. Be able to know and describe the work of some artists, craftspeople, architects and designers, including artists who are contemporary, female, and from various ethnicities  -Be able to talk about the materials, techniques and processes they have used, using an appropriate vocabulary  -Be able to demonstrate how to safely use some of the tools and techniques they have chose to work with  Each child should be given the opportunity to:  -Feel safe enough to take creative risks and follow their intuition (fed with skills knowledge)  -Share their journey and outcomes with others. Feel celebrated and feel able to celebrate others | Each child should:  -Know the names of tools, techniques and formal elements (in **bold** above)  -Know about and describe some of the key ideas, techniques and working practices of a variety of artists, craftspeople, architects and designers from all cultures and times, for different purposes. Be able to know and describe the work of some artists, craftspeople, architects and designers, including artists who are contemporary, female, and from various ethnicities  -Be able to talk about the materials, techniques and processes they have used, using an appropriate vocabulary  -Be able to demonstrate how to safely use some of the tools and techniques they have chose to work with  Each child should be given the opportunity to:  -Experience the connection between brain, hand and eye  - Understand ideas can come through hands-on exploration  -Develop their knowledge of what different materials and techniques can offer the creative individual  -Work at different scales, alone and in groups | | As Y5 +  Each child should be given the opportunity to:  -Feel safe enough to take creative risks and follow their intuition (fed with skills knowledge)  -Share their journey and outcomes with others. Feel celebrated and feel able to celebrate others |