

Whole School Curriculum Overview – Art & Design

		Milestone 1 (Year 1 & 2)	Milestone 2 (Year 3 & 4)		Milestone 3 (Year 5 & 6)	
To develop ideas	Respond to ideas and starting points.		Develop ideas from starting points throughout the curriculum.		Develop and imaginatively extend ideas from starting points throughout the curriculum.	
	Explore ideas and collect visual information.		Collect information, sketches and resources.		Collect information, sketches and resources and present ideas imaginatively in a sketch book.	
	Explore different methods and materials as ideas to develop.		Adapt and refine ideas as they progress.		Use the qualities of materials to enhance ideas.	
			Explore ideas in a variety of ways.		Spot the potential in unexpected results as work progresses.	
			Comment on artworks using visual language.		Comment on artworks with a fluent grasp of visual language.	
To master techniques	Drawing	Draw lines of different sizes and thickness.	Use different harness of pencils to show line, tone and texture.		Use a variety of techniques to add interesting effects (eg reflections, shadows, direction of sunlight).	
		Colour (own work) neatly following the lines.	Annotate sketches to explain elaborate ideas.		Use a choice of techniques to depict movement, perspective, shadows and reflection.	
		Show pattern and texture by adding dots and lines.	Sketch lightly (no need to use a rubber to correct mistakes)		Choose a style of drawing suitable for the work (eg. Realistic, impressionistic).	
		Show different tones by using coloured pencils.	Use shading to show light and shadow.		Use lines to represent movement.	
			Use hatching and cross hatching to show tone and texture.		Sketch (lightly) before painting to combine light and colour.	
	Painting	Use thick and thin brushes.	Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.		Create a colour palette based upon colours observed in the natural or built world.	
		Mix primary colours to make secondary.	Mix colours effectively.		Use the qualities of watercolour and acrylic paints to create visually interesting pieces.	
		Add white to colours to make tints and black to colours to make tones.	Use watercolour paint to produce washes for background then add detail.		Combine colours, tones and tints to enhance the mood of a piece.	
		Create colour wheels.	Experiment with creating mood and colour.		Use brush techniques and the qualities of paint to create texture.	
					Develop a personal style of painting, drawing upon ideas from other artists.	
	Collage	Use a combination of materials that are cut, torn and glued.	Select and arrange materials for a striking effect.		Mix textures (rough and smooth, plain and patterned).	
		Sort and arrange materials.	Ensure work is precise.		Combine visual and tactile qualities.	
		Mix materials to create texture.	Use coiling, overlapping, tessellation, mosaic and montage.		Use ceramic mosaic materials and techniques.	
	Sculpture	Use a combination of shapes.	Create and combine shapes to create recognisable forms (eg shapes made from nets or solid materials).		Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.	
		Include lines and texture.	Include texture that conveys feelings, expression or movement.		Use tools to carve and add shapes, texture and pattern.	
		Use rolled up paper, straws, paper, card and clay as materials.	Use clay and other mouldable materials.		Combine visual and tactile qualities.	
		Use techniques such as rolling, cutting, moulding and carving.	Add materials to provide interesting detail.		Use frameworks (such as wire or moulds) to provide stability and form.	
	Print	Use repeating or overlapping shapes.	Use layers of 2 or more colours.		Build up layers of colours.	
		Mimic print from the environment e.g. wallpaper	Replicate patterns observed in natural or built environments.		Create an accurate pattern, showing fine detail.	
		Use objects to create prints e.g. fruits, veg, sponges.	Make printing blocks (eg from coiled string glued to a block).		Use a range of visual elements to reflect the purpose of their work.	
		Press, roll, rub and stamp to make prints.	Make precise repeating patterns.			
	Textiles	Use weaving to create a pattern.	Shape and stitch materials.		Show precision in techniques.	
		Join materials using glue and/or a stitch.	Use basic cross stitch and back stitch.		Choose from a range of stitching techniques.	
		Use plaiting.	Colour fabric.		Combine previously learned techniques to create pieces.	
		Use dip dye techniques.	Create weavings.			
			Quilt, pad and gather fabric.			
				Digital media	Create images, video and sound recordings and explain why they were created.	Enhance digital media by editing (including sound, animation, video, still images and installations)
	To take inspiration from the greats (classic and modern)	Describe the work of notable artists, artisans and designers		Replicate some of the techniques used by notable artists, artisans and designers.		Give details (including own sketches) about the style of some notable artists, artisans and designers.
Use some of the ideas of artists studied to create pieces.		Create original pieces that are influenced by the studies of others.		Show how the work of those studied was influential both in society and to other artists.		
				Create original pieces that show a range of influences and styles.		