



Gaddesby Primary School Curriculum

Art and Design



EYFS	Year 1 and 2	Year 3 and 4	Year 5 and 6
Learning	Learning	Learning	Learning
To use stories and imaginative play to develop interactions and experiences linked to different topics (C&L)	Use artwork to record ideas, observations and experiences	Use a sketchbook for recording observations, for experimenting with techniques or planning out ideas	Develop different ideas which can be used and explain his/her choices for the materials and techniques used
Create collaboratively to share their ideas (EAD)	Experiment with different materials to design and make products in two and three dimensions	Experiment with different materials to create a range of effects and use these techniques in the completed piece of work	Confidently and systematically investigate the potential of new and unfamiliar materials and use these learnt techniques within his/her work
Develop storylines to use in imaginative play (EAD)	Explain what he/she likes about the work of others	Explain what he/she likes or dislikes about their work	Evaluate his/her work against their intended outcome
Sharing creations with each other (EAD)	Know the names of tools, techniques and elements that he/she uses	Know about some of the great artists, architects and designers in history and describe their work	Research and discuss various artists, architects and designers and discuss their processes and explain how these were used in the finished product
Use props and available resources to develop imaginative play (EAD)	Try out different activities and make sensible choices about what to do next	Use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork	Select ideas based on first hand observations, experience or imagination and develop these through open ended research
	Select particular techniques to create a chosen product and develop some care and control over materials and their use.	Use taught technical skills to adapt and improve his/her work	Refine his/her use of learnt techniques
	Give reasons for his/her preferences when looking at art/craft or design work.	Articulate how he/she might improve their work using technical terms and reasons as a matter of routine	Adapt his/her own final work following feedback or discussion based on their preparatory ideas
	Know that different artistic works are made by craftspeople from different cultures and times	Describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied	Describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts
			Explain and justify preferences towards different styles and artists
Techniques	Techniques	Techniques	Techniques
Experience using lots of different tools to develop FMS (paintbrushes, scissors, knives, forks etc) (PD)	Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines.	Explore shading, using different media	Use line, tone and shading to represent things seen, remembered or imagined in three dimensions
Explore and use a variety of artistic techniques (EAD)	Explore mark-making using a variety of tools	Understand and identify key aspects such as complementary colours, colour as tone, warm and cold colours	Mix colours to express mood, divide foreground from background or demonstrate tones
	Make structures by joining simple objects together	Compare and recreate form of natural and manmade objects	Develop skills in using clay including slabs, coils and slips
	Cut, glue and trim material to create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines	He/she is able to create a collage using overlapping and layering	Add collage to a painted, drawn or printed background using a range of media, different techniques, colours and textures
	Make marks in print using found objects and basic tools and use these to create repeating patterns	Create printing blocks using relief or impressed techniques	Experiment with using layers and overlays to create new colours/textures
	Sort, cut and shape fabrics and experiment with ways of joining them.	Add detail to work using different types of stitch, including cross-stitch	Return to work over longer periods of time and use a wider range of materials
	Represent things observed, remembered or imagined using colour/tools in two and three dimensions.	Draws familiar objects with correct proportions	Begin to develop an awareness of composition, scale and proportion in their work
	Experiment with basic tools on rigid and flexible materials	Create different effects by using a variety of tools and techniques such as bleeds, washes, scratches and splashes	Use simple perspective in their work using a single focal point and horizon
	He/she is able to make textured collages from a variety of media and by folding, crumpling and tearing materials.	Plan a sculpture through drawing and other preparatory work	Use techniques, colours, tones and effects in an appropriate way to represent things seen - brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds
	Use a variety of techniques including carbon printing, relief, press and fabric printing and rubbings	Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques	Produce intricate patterns and textures in a malleable media
	Develop techniques to join fabrics and apply decorations such as a running or over stitch.	Use a variety of techniques e.g. marbling, silkscreen and cold water paste	Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices
		Print on fabrics using tie-dyes or batik	Create intricate printing patterns by simplifying and modifying sketchbook designs
			Follow a design brief to achieve an effect for a particular function