

| Art | Drawing and painting | Printing, Sculpture, Textiles & Collage | Digital Art | Knowledge |
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| EYFS | Hold a pencil accurately. Begin to show accuracy and care when drawing. | Safely use and explore a variety of materials, tools and techniques. Use a range of small tools, including scissors and paintbrushes. Experiment with colour, design, texture, form and function. Explore different textures. | | Share creations and explain the process used. Express ideas and feelings when exploring a variety of artistic effects. |
| Year 1 | Control marks made with different media (pencil, charcoal, crayons etc.) Identify the difference between light and dark tones Name and experiment with the primary and secondary colours | Manipulate malleable materials in a variety of ways i.e. rolling, joining and kneading Print with a range of hard and soft materials (sponge, vegetables, wood) Fold, crumple, tear and overlap papers | Use a simple painting program to create lines, shapes and colour | Study the work of a range of great artists, craft makers and designers Describe what they think and feel about their own work and others' work |
| Year 2 | Draw lines of different shapes and thickness from observations using a range of media (pencil, charcoal, chalks, pastels) Create light and dark tones in drawings and paintings Make tints and shades with primary colours | Create a sculpture by manipulating malleable materials in a variety of ways i.e. rolling, joining and kneading Design and build repeating patterns with a range of hard and soft materials (sponge, vegetables, wood) Fold, crumple, tear and overlap papers in different ways (e.g. texture, colour) | Use a simple painting program to create images and effects with lines, shapes, colour and texture (e.g. brush and pen tools) | Study the work of a range of great artists, craft makers and designers Describe and identify the differences and similarities between their own and others' work |
| Year 3 | Experiment with marks and lines using different grades of pencil | Develop skills in joining, extending and modelling | Use painting programs to manipulate an existing piece of work by adding images and | Explore the work of a range of great artists, architects and designers |

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| | <p>(4B, 8B, HB) to show different tones</p> <p>Make tints and shades with primary and secondary colours by adding white and black</p> | <p>malleable materials, including clay</p> <p>Experiment with different printing techniques (e.g. block printing)</p> <p>Experiment with a range of collage techniques such as tearing, overlapping and layering</p> | <p>effects with lines, shapes, colours and textures</p> | <p>Evaluate and analyse their own and others' work using artistic terminology</p> |
| Year 4 | <p>Experiment with marks and lines using different grades of pencil (4B, 8B, HB) to show different tones and textures</p> <p>Mix secondary colours together to make tertiary colours</p> | <p>Create textures and patterns in malleable materials, including clay</p> <p>Experiment with different printing techniques (e.g. block printing) with two colour overlays</p> <p>Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures</p> | <p>Create a piece of art work that includes the integration of digital images they have taken</p> | <p>Explore the work of a range of great artists, architects and designers</p> <p>Evaluate and analyse their own and others' work using artistic terminology</p> |
| Year 5 | <p>Use different drawing and painting techniques (shading, hatching, blending, wash etc.) for different purposes</p> <p>Make tints and shades with tertiary colours by adding white and black</p> <p>Use simple perspective in their work (by using single focal point on horizon)</p> | <p>Construct a sculpture which has different patterns and textures, using malleable materials</p> <p>Use different printing techniques to overprint on paper</p> <p>Use a range of media to create collages</p> | <p>Create a piece of art work that includes the integration of digital images they take, then manipulate using painting programs</p> | <p>Explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms</p> <p>Evaluate and analyse their own and others' work using the language of art, craft and design</p> |

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| <p>Year 6</p> | <p>Choose different drawing and painting techniques (shading, hatching, blending, wash etc.) for different purposes, understanding which work well and why Use complementary and contrasting colours to create texture, mood and feeling Use simple perspective and develop an awareness of composition, scale and proportion (foreground, middle ground, background) in their work</p> | <p>Plan and construct a sculpture which has different patterns and textures and meets a given criteria, using malleable materials Use different printing techniques to overprint different colours and textures on paper and fabric Add collage to a printed or painted background</p> | <p>Create a piece of art work that includes the integration of digital images they take, then layer and manipulate using painting programs</p> | <p>Explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms Evaluate and analyse their own and others' work using the language of art, craft and design</p> |
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