

ART – Curriculum objective progression overview and coverage

Creation	<p>☐ Design and make art to express ideas. Paws, claws and whiskers</p>	<p>☐ Select the best materials and techniques to develop an idea. Muck, mess and mixtures</p>	<p>☐ Use and combine a range of visual elements in artwork. Urban pioneers</p>	<p>☐ Develop techniques through experimentation to create different types of art. Blue Abyss</p>	<p>☐ Produce creative work on a theme, developing ideas through a range of preliminary sketches or models. Time traveller</p>	<p>☐ Create innovative art that has personal, historic or conceptual meaning. Gallery Rebels</p>
Generation of ideas	<p>☐ Communicate their ideas simply before creating artwork.</p>	<p>☐ Make simple sketches to explore and develop ideas. Muck, mess and mixtures</p>	<p>☐ Use preliminary sketches in a sketchbook to communicate an idea or experiment with a technique. Urban pioneers</p>	<p>☐ Create a series of sketches over time to develop ideas on a theme or mastery of a technique. Blue Abyss</p>	<p>☐ Review and revisit ideas and sketches to improve and develop ideas.</p>	<p>☐ Gather, record and develop information from a range of sources to create a mood board or montage to inform their thinking about a piece of art. Gallery Rebels</p>
Evaluation	<p>☐ Say what they like about their own or others' work using simple artistic vocabulary. Paws, claws and whiskers</p>	<p>☐ Analyse and evaluate their own and others' work using artistic vocabulary.</p>	<p>☐ Make suggestions for ways to adapt and improve a piece of artwork. Urban pioneers</p>	<p>☐ Give constructive feedback to others about ways to improve a piece of artwork.</p>	<p>☐ Compare and comment on the ideas, methods and approaches in their own and others' work.</p>	<p>☐ Adapt and refine artwork in light of constructive feedback and reflection. Gallery Rebels</p>
Malleable materials	<p>☐ Manipulate malleable materials by squeezing, pinching, pulling, pressing, rolling, modelling, flattening, poking, squashing and smoothing.</p>	<p>☐ Press objects into a malleable material to make textures, patterns and imprints. Beachcombers</p>	<p>☐ Create a 3-D form using malleable or rigid materials, or a combination of materials.</p>	<p>☐ Use clay to create a detailed 3-D form. Blue Abyss</p>	<p>☐ Create a relief form using a range of tools, techniques and materials.</p>	<p>☐ Create a 3-D form using malleable materials in the style of a significant artist, architect or designer. Gallery Rebels, Frozen Kingdom</p>
Paper and fabric	<p>☐ Use textural materials, including paper and fabric, to create a simple collage. Paws, claws and whiskers</p>	<p>☐ Create a range of textures using the properties of different types of paper.</p>	<p>☐ Weave natural or man-made materials on cardboard looms, making woven pictures or patterns.</p>	<p>☐ Use a range of stitches to add detail and texture to fabric or mixed-media collages. 1066</p>	<p>☐ Make paper using traditional craft techniques.</p>	<p>☐ Combine the qualities of different materials including paper, fabric and print techniques to create textural effects. Gallery Rebels</p>
Paint	<p>☐ Identify and use paints in the primary colours. Paws, claws and whiskers</p>	<p>☐ Identify and mix secondary colours. Muck, mess and mixtures</p>	<p>☐ Identify, mix and use contrasting coloured paints.</p>	<p>☐ Identify, mix and use warm and cool paint colours to evoke warmth or coolness in a painting.</p>	<p>☐ Mix and use tints and shades of colours using a range of different materials, including paint. Allotment</p>	<p>☐ Use colour palettes and characteristics of an artistic movement or artist in artwork. Gallery Rebels</p>
Pencil, ink, charcoal and pen	<p>☐ Use soft and hard pencils to create different types of line. Paws, claws and whiskers</p>	<p>☐ Use the properties of pencil, ink and charcoal to create different patterns, textures and lines, and explore shape, form and space.</p>	<p>☐ Add tone to a drawing by using linear and cross hatching, scumbling and stippling.</p>	<p>☐ Use the properties of pen, ink and charcoal to create a range of effects in drawing.</p>	<p>☐ Use pen and ink (ink wash) to add perspective, light and shade to a composition.</p>	<p>☐ Use line and tone to draw perspective. Darwin's Delights</p>

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Printing	<p>☐ Make simple prints and patterns using a range of liquids including ink and paint.</p>	<p>☐ Use the properties of various materials, such as clay or polystyrene, to develop a block print. Land Ahoy</p>	<p>☐ Make a two-colour print.</p>	<p>☐ Combine a variety of printmaking techniques and materials to create a print on a theme.</p>	<p>☐ Add text or photographic samples to a print.</p>	<p>☐ Use the work of a significant printmaker to influence artwork. Frozen Kingdom</p>
Natural art	<p>☐ Make transient art and pattern work using a range of natural materials. Enchanted Woodland</p>	<p>☐ Draw, paint and sculpt natural forms from observation, imagination and memory. Beachcombers</p>	<p>☐ Use nature and natural forms as a starting point for artwork.</p>	<p>☐ Represent the detailed patterns found in natural phenomena, such as water and weather. Blue Abyss</p>	<p>☐ Record natural forms, animals and landscapes with clarity, using digital photography.</p>	<p>☐ Create art inspired by or giving an environmental message. Frozen Kingdom</p>
Human form	<p>☐ Represent the human face, using drawing, painting or sculpture, from observation, imagination or memory with some attention to facial features.</p>	<p>☐ Represent the human form, including face and features, from observation, imagination or memory.</p>	<p>☐ Draw, paint or sculpt a human figure in a variety of poses, using a range of materials, such as pencil, charcoal, paint and clay.</p>	<p>☐ Explore and develop art that uses the human form to create a narrative, using ideas from contemporary or historical starting points. Blue Abyss</p>	<p>☐ Explore and create expression in portraiture. Time Traveller</p>	<p>☐ Use distortion, abstraction and exaggeration to create interesting effects in portraiture or figure drawing. Gallery Rebels</p>
Landscapes	<p>☐ Draw or paint a place from memory, imagination or observation.</p>	<p>☐ Draw or paint features of landscape from memory, imagination or observation, with some attention to detail. Beachcombers</p>	<p>☐ Draw, paint or photograph an urban landscape. Urban Pioneers</p>	<p>☐ Choose an interesting or unusual perspective or viewpoint for a landscape.</p>	<p>☐ Use a range of materials to create imaginative and fantasy landscapes.</p>	<p>☐ Draw or paint detailed landscapes that include perspective. Frozen Kingdom</p>
Compare and contrast	<p>☐ Identify similarities and differences between two or more pieces of art.</p>	<p>☐ Describe similarities and differences between artwork on a common theme. Beachcombers</p>	<p>☐ Compare artists, architects and designers and identify significant characteristics of the same style of artwork, structures and products through time. Urban Pioneers</p>	<p>☐ Compare and contrast artwork from different times and cultures.</p>	<p>☐ Describe and discuss how different artists and cultures have used a range of visual elements in their work. Time Traveller</p>	<p>☐ Compare and contrast artists' use of perspective, abstraction, figurative and conceptual art. Gallery Rebels, Frozen Kingdom</p>
Significant people, artwork and movements	<p>☐ Describe and explore the work of a significant artist. Enchanted woodland</p>	<p>☐ Explain why a painting, piece of artwork, body of work or artist is important. Muck, mess and mixtures</p>	<p>☐ Work in the style of a significant artist, architect or designer. Urban Pioneers</p>	<p>☐ Explain the significance of art, architecture or design from history and create work inspired by it.</p>	<p>☐ Investigate and develop artwork using the characteristics of an artistic movement. Time Traveller</p>	<p>☐ Explain the significance of different artworks from a range of times and cultures and use elements of these to create their own artworks. Gallery Rebels</p>