

Art and Design

Our Art curriculum provides children with opportunities to develop their skills using a range of media and materials through visual, tactile and sensory experiences and a special way of understanding and responding to the world. Children will become confident and proficient in a variety of techniques including drawing, painting, printing, collage, textiles, 3D work and digital art and are given the opportunity to explore and evaluate different creative ideas. Children will be introduced to a range of works and develop knowledge of the styles and vocabulary used by famous artists. The skills they acquire are applied to their cross-curricular topics, allowing children to use their art skills to reflect on and explore topics in greater depth.

Threshold concept	End of phase expectation Year 2	End of phase expectation Year 4	End of phase expectation Year 6
Expressing ideas <i>This concept involves children developing their own expression and communication of their artistic skills. The use of sketchbooks should be an integral part of experimenting with learned techniques.</i>	Can convey meaning in a specific context.	Can communicate ideas and emotions through artwork.	Can comment on artworks with a fluent grasp of artistic language.
Artistic techniques <i>This concept involves developing a skill set so that artistic ideas may be communicated.</i>	Drawing Can draw using a range of tools and techniques using pattern, shape, line and shade from one viewpoint.	Drawing Can purposely select from a discrete range of tools and techniques to further develop viewpoints, shade, texture, line and tone.	Drawing Can manipulate, and experiment with, the elements of Art, through using a range of tools, techniques and influences, to communicate observations and experiences.
	Painting Can use primary and secondary colours and a variety of tools and paint.	Painting Can use different paint effects and tools to create shape, texture, line and pattern.	Painting Can apply a range of techniques, and use colour value, to show form, tone, shape and space.
	Sculpture 3D Can manipulate rigid and malleable materials by using simple tools, simple joins and making simple shapes.	Sculpture 3D Can use taught techniques to shape, form, model and construct, and to create surface patterns and textures.	Sculpture 3D Can make imaginative use of the knowledge they have acquired of tools, techniques and materials to express scale, weight or concept.
	Textiles/ Collage 2D Can select materials and use simple techniques to cut and join for a specific purpose.	Textiles/ Collage 2D Can use a range of taught techniques to combine different elements to create an image.	Textiles/ Collage 2D Can select and use appropriate stitches, materials and techniques to create complex pieces with care and accuracy.

	Printing Can create simple printing blocks or stencils and use them to make repeatable patterns	Printing Can print using overlapping patterns with at least two colours.	Printing Can build up layers of colour to create an accurate pattern or image with fine detail.
	Digital Media Can select and use tools within an art program and use a camera to frame and capture an image.	Digital Media Can create a digital image considering perspective, light, dark and context.	Digital Media Can create a virtual work of art using photography and/or art software.
Explore, create, reflect. This concept involves experiencing the process involved in creating art and how the reflective cycle and influence their own opinions.	Can explore different methods and materials as ideas develop.	Can use an artist's voice to adopt and refine ideas as they progress.	Can use an artist's voice to give a personal response and reason to their own work and the work of others.
Artistic inspiration This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history.	Artists' Study Can replicate an artist's techniques in a given context.	Artists' Study Can create an original piece that is influenced by the work of others.	Artists' Study Can critically analyse the work of others and draw inspiration from these to create their own piece of work.
Overarching Aspirational Vocabulary Lists	Painting, drawing, printing, photography, sculpture, textiles, collage Portrait, landscape, self-portrait, scene, close-up Oil/ acrylic paint, watercolour, canvas, ink, wood/ metal/ paper/ plastic, board, pencil, crayon, charcoal, paintbrush, chalk, pastel, clay, fabric, cardboard, scissors, glue Impressionism, Pointillism, abstract, museum, gallery, fresco, signature Colour mixing, primary, secondary, warm, cool colours, colour wheel, bright, pastel, bold, muted, feint, heavy Sfumato, blend, shade, tint, blur, smudge, light, shadow, soft, dark, contrast, sketch, print, impasto, brushstroke, comparison Elements: Tone, texture, colour, pattern (repeated and random), line (straight, wavy, sharp, smooth, thick, thin, smudged), shape.	Background, foreground, middle ground, perspective, horizon; Realism, Cubism, Modernism Gold/ silver leaf, pigment Mood, atmosphere. Tertiary, complementary, colour matching. Elements: Tone, texture, form, colour, pattern, line, shape, space, value	Lithograph, palette knife Elements: Tone, texture, form, colour, pattern, line, shape, space, value