



Year group	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
1 and 2	Artist focused work		Printing	Still Life	Collages	Portraits
3 and 4	Artist focused work		Pottery	Still Life	Weaving	Portraits
5 and 6	Artist focused work		Sculpture	Still Life	Mosaic	Portraits

**Develop ideas** Master practical skills Take inspiration





















Artists and artisans





	Milestone 1				
Week	Autumn	Spring	Summer		
1	Year 1 – choose an artist.	Printing	Collages		
2	Year 2 – choose and artist				
3					
4					
5		Sketching still life	Portraits		
6					





Milestone 2				
Week	Autumn	Spring	Summer	
1	Year 3 – choose an artist.	Pottery	Weaving/Sewing	
2	Year 4 – choose and artist			
3				
4				
5		Sketching still life	Portraits	
6				





Week	Autumn	Spring	Summer
1	Year 5 – choose an artist	Sculpture	Mosaic
2	Year 6 – choose and artist		
3			
4			
5		Sketching still life	Portraits
6			





#### Master Practical Skills

- Respond to ideas and starting points.
- Explore ideas and collect visual information.
- Explore different methods and materials as ideas develop.
- Use thick and thin brushes.
- Mix primary colours to make secondary.
- Add white to colours to make tints and black to colours to make tones.
- Create colour wheels.
- Use a combination of materials that are cut, torn and glued.
- Sort and arrange materials.
- Mix materials to create texture.
- Use a combination of shapes.
- Include lines and texture.
- Use rolled up paper, straws, paper, card and clay as materials.
- Use objects to create prints (e.g. fruit, vegetables or sponges).
- Press, roll, rub and stamp to make prints.
- Use weaving to create a pattern.
- Join materials using glue and/or a stitch.
- Use plaiting.

- Develop ideas from starting points throughout the curriculum.
- Collect information, sketches and resources.
- Adapt and refine ideas as they progress.
- Explore ideas in a variety of ways.
- Comment on artworks using visual language.
- Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.
- Mix colours effectively.
- Use watercolour paint to produce washes for backgrounds then add detail.
- Use coiling, overlapping, tessellation, mosaic and montage.
- Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).

- Develop and imaginatively extend ideas from starting points throughout the curriculum.
- Collect information, sketches and resources and present ideas imaginatively in a sketch book.
- Use the qualities of materials to enhance ideas.
- Spot the potential in unexpected results as work progresses.
- Comment on artworks with a fluent grasp of visual language.
- Sketch (lightly) before painting to combine line and colour.
- Create a colour palette based upon colours observed in the natural or built world.
- Use the qualities of watercolour and acrylic paints to create visually interesting pieces.
- Combine colours, tones and tints to enhance the mood of a piece.
- Use brush techniques and the qualities of paint to create texture.
- Develop a personal style of painting, drawing upon ideas from other artists.





#### Master Practical Skills

- Use dip dye techniques.
- Use a wide range of tools to create different textures, lines, tones, colours and shapes.
- Use clay and other mouldable materials.
- Add materials to provide interesting detail.
- Use different hardnesses of pencils to show line, tone and texture.
- Annotate sketches to explain and elaborate ideas.
- Sketch lightly (no need to use a rubber to correct mistakes).
- Use layers of two or more colours.
- Replicate patterns observed in natural or built environments.
- Make printing blocks (e.g. from coiled string glued to a block).
- Make precise repeating patterns.
- Shape and stitch materials.
- Use basic cross stitch and back stitch.
- Colour fabric.
- Create weavings.
- Quilt, pad and gather fabric.
- Create images, video and sound recordings and explain why they were created.

- Mix textures (rough and smooth, plain and patterned).
- Combine visual and tactile qualities.
- Use ceramic mosaic materials and techniques.
- Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.
- Use tools to carve and add shapes, texture and pattern.
- Combine visual and tactile qualities.
- Use frameworks (such as wire or moulds) to provide stability and form.
- Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).
- Use a choice of techniques to depict movement, perspective, shadows and reflection.
- Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).
- Use lines to represent movement.
- Build up layers of colours.
- Create an accurate pattern, showing fine detail.
- Use a range of visual elements to reflect the purpose of the work.
- Show precision in techniques.





Develop Ideas	Include texture that common feetings	Lice a variety of techniques to add
Develop ideas	<ul> <li>Include texture that conveys feelings, expression or movement.</li> </ul>	<ul> <li>Use a variety of techniques to add interesting effects (e.g. reflections,</li> </ul>
	·	shadows, direction of sunlight).
	Use shading to show light and shadow.	Use a choice of techniques to depict
	<ul> <li>Use hatching and cross hatching to show tone and texture.</li> </ul>	movement, perspective, shadows and
	<ul> <li>Make precise repeating patterns.</li> </ul>	reflection.
	<ul> <li>Experiment with creating mood with colour.</li> </ul>	<ul> <li>Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</li> </ul>
	Select and arrange materials for a	<ul> <li>Use lines to represent movement.</li> </ul>
	striking effect.	<ul> <li>Choose from a range of stitching</li> </ul>
	Ensure work is precise.	<mark>techniques</mark> .
	2.001.0 10.11.10 \$1.00.00.	<ul> <li>Combine previously learned techniques to</li> </ul>
		create pieces.
		<ul> <li>Enhance digital media by editing (including</li> </ul>
		sound, video, animation, still images and
		<mark>installations).</mark>





Take Inspiration	<ul> <li>Describe the work of notable artists, artisans and designers.</li> <li>Use some of the ideas of artists studied to create pieces.</li> </ul>	<ul> <li>Replicate some of the techniques used by notable artists, artisans and designers.</li> <li>Create original pieces that are influenced by studies of others.</li> </ul>	<ul> <li>Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</li> <li>Use lines to represent movement.</li> <li>Give details (including own sketches) about the style of some notable artists, artisans and designers.</li> </ul>
			<ul> <li>Show how the work of those studied was influential in both society and to other artists.</li> </ul>
			<ul> <li>Create original pieces that show a range of influences and styles.</li> </ul>
			<ul> <li>Combine previously learned techniques to create pieces.</li> </ul>

The still life and portrait topics can be in whatever style the teacher decides (pencil, charcoal, watercolours, cubism etc.).