National Curriculum 2014

Aims:

The National Curriculum for art and design aims to ensure that all pupils:

produce creative work, exploring their ideas and recording their experiences

become proficient in drawing, painting, sculpture and other art, craft and design techniques

evaluate and analyse creative works using the language of art, craft and design

know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms

EYFS

Early Years teaching is linked to the seven areas of learning and the teaching of art is found in the Expressive Arts and Design section as outlined in the Foundation Stage Framework. Pupils explore and use a variety of media and materials through a combination of child-initiated and adult-led activities. They have opportunities to learn to:

- Explore the textures, movement, feel and look of different media and materials.
- Respond to a range of media and materials, develop their understanding of them in order to manipulate and create different effects.
- Use different media and materials to express their own ideas.
- Explore colour and use for a particular purpose.
- Develop skills to use simple tools and techniques competently and appropriately.
- Select appropriate media and techniques and adapt their work where necessary.

Кеу	Key Stage 2				
Stage 1	Pupils should be taught to develop their techniques, including their control and their use of				
Pupils should be taught:	materials, with creativity, experimentation and an increasing awareness of different kinds of art,				
to use a range of materials creatively to design and make products	craft and design.				
to use drawing, painting and sculpture to develop and share their ideas, experiences and	Pupils should be taught:				
imagination	to create sketch books to record their observations and use them to review and revisit ideas				
to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	to improve their mastery of art and design techniques, including drawing, painting and sculpture with a rangeof materials [for example: pencil, charcoal, paint, clay]				
about the work of a range of artists, craft makers and designers, describing the differences and	about great artists, architects and designers in history				
similarities between different practices and disciplines, and making links to their own work					
Progression of Skills and Understanding: DRAWING (pencil, charcoal, inks, chalk, pastels, ICT)					
Reception					

Begin to use a variety of drawing tools e.g. finger, stick, pencil, chalk.

Use drawings to tell a story.

Investigate different lines: think, thick, wavy, straight.

Explore different textures.

Encourage accurate drawings of people.

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Pupils should be given a range of		evelop their drawing skills, partion	cularly through observation and	this can be developed as the star	ting point for art and design		
work in other media, such as pai							
Introduce pupils to the work of a	rtists to highlight and exemplify	the techniques being developed	. Good artists to use are Matisse	, Picasso, Hockney, Degas (ballet	and Henry Moore		
(sheep drawings).							
- Extend the variety of drawing	- Experiment with tools and	- Experiment with the potential of	 Identify and draw the effect of 	- Show the effect of light on objects	 Show the effect of light on objects 		
tools (charcoal, pastel).	surfaces and how they differ.	various pencils (2B, HB) to show	light (shadows) on a surface.	and people from different	and people from different		
- Explore different textures and	- Continue to use drawing as a way	tone and texture.	 Introduce scale and proportion 	directions.	directions.		
experiment with mark.	of recording.	 Draw from close observations. 	and ability to demonstrate this.	- Interpret the texture of a surface.	- Interpret the texture of a surface.		
- Observe and draw landscapes,	 Comment thoughtfully on 	 Draw both the negative and 	 Encourage accurate drawings of 	 Produce increasingly accurate 	 Produce increasingly accurate 		
some discussion of proportion.	drawings (discuss use of shadows,	positive shapes (both the outline	whole people including	drawings of people.	drawings of people.		
 Observe patterns and sketch 	light and dark).	and the shapes it creates within	proportion, placement and shape	 Produce increasingly detailed 	 Produce increasingly detailed 		
objects from the natural and man-	 Sketch to make quick recordings. 	it).	of body.	preparatory sketches.	preparatory sketches.		
made world.	 Work out ideas through a series of 	 Develop initial sketches as a 	 Work on a variety of scales with a 	 Develop an understanding of 	 Develop an understanding of 		
 Observe anatomy and develop 	drawings.	preparation for painting.	variety of movement.	perspective and demonstrate this.	perspective and demonstrate this.		
detail (faces, limbs)		 Draw faces accurately. 	 Computer generated drawings. 	 Work collaboratively to produce a 	- Work collaboratively to produce a		
			- Drawing from different directions.	piece.	piece.		
		Sketching Pro	gression of Skills				
Use a finger, stick, pencil, chalk and pen to make a mark.							
• Draw to tell a story.							
• Experiment with producing different types of lines. (straight, curvy, long, short etc)							
Begin to draw accurate representations of people.							
-	Use pencil, chalk and charcoal to produce different marks.						
• Experiment with creating different textures using pencil. (soft, hard, rough, smooth)							
Include details in faces (eyes, nose, mouth, eyebrows, ears).							
 Introduce landscapes and discuss h 	Introduce landscapes and discuss how some parts of the landscape are big and some are small. Use the words distance and foreground.						
 Draw to record what they see rather 							
 Experiment with sketching on diffe 							
 Introduce shadows and the effects 							
• Create smooth gradients using a pencil.							
• Create different textures by using short and long pencil strokes.							
	• Use different pencils (HB, 2B, 4B) to change tone and texture.						
 Experiment with creating texture b 							
• Draw from close observation and understand that they are drawing what they see and not what they want to see.							
Produce accurate drawings of a face rather than a cartoon-like illustration.							
 Move away from singular line draw 	 Move away from singular line drawings by using shadow to produce shapes and depth within a drawing. 						

 Draw the effect of light and shadow 	Draw the effect of light and shadows on a surface. Does the strength/closeness/direction of the light effect the shadow?						
 Introduce scale and proportion. 	Introduce scale and proportion.						
J J J J J J J J J J J J J J J J J J J	Encourage accurate drawings of people. Look at the proportion, placement and shape of the body.						
	Work on a variety of scales (size of surface available to the children.)						
 Draw from a variety of directions and 	nd perspectives (above an object, sig	de on, level etc.)					
 Produce accurate computer generation 	ited drawings.						
 Show the effects of light on objects 	and people from different direction	IS.					
 Interpret texture of a surface throut 	gh drawing (crosshatching, blending	ς, use of rubbers.)					
 Increasing accurate drawings of pee 	ople (continue to develop from year	4.)					
 Introduce one point perspective. 							
 Introduce horizon and vanishing po 	vint.						
 What are horizontal and vertical lin 	es?						
 Show the effects of light on objects 	and people from different direction	is – create hard surfaces such as glas	ss and metal.				
 Interpret texture of a surface throut 	gh drawing (build additional layers,	use circular strokes.)					
 Increasingly accurate drawings of p 	eople – Develop movement in peop	le.					
 Develop one point perspective intro 	oduce in year 5.						
 What are horizontal and vertical lin 	es?						
 Use horizon line and vanishing poin 	it.						
	Progression of Skills	and Understanding: COLOUR (painting, ink, dye, textiles, penci	ils, crayons, pastels)			
		RECE	PTION				
- Experimenting with and using n	- Experimenting with and using primary colours.						
- Naming.							
- Experimentation of mixing (not	formal						
	-	in a sector la sector t					
	ols that bring colour (glue, felt ti						
- Use a range of tools to make coloured marks on paper (glue sticks, sponges, brushes, fingers)							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Introduce pupils to the work of a	Introduce pupils to the work of artists to highlight and exemplify the techniques being developed. Good artists to use are Van Gogh – Brush Strokes/thick paint; Seurat – Pointillism; Lichtenstein						
– pop art – spots; Pollock – splashes; Monet – areas of colour dabs; Klee – areas of colour; Mondrian – areas of colour and line.							
			to device devict contract device device the	- Experiment with hue, tint, tone,	- Experiment with hue, tint, tone,		
 Know names of all primary and 	- Begin to describe colours by	 Extend colour mixing to applying 	 Independently mix and match 	- Experiment with nue, tint, tone,	- Experiment with nue, tint, tone,		
 Know names of all primary and secondary colours. 	 Begin to describe colours by objects (sunshine yellow). 	 Extend colour mixing to applying colour mixing for a purpose. 	colours to those in a work of art.	shades and mood.	shades and mood.		
	0 /	с II <i>I</i> с					
secondary colours. - Introduce mixing of colours to make new colours.	objects (sunshine yellow). Make as many tones of one colour as possible on white paper.	colour mixing for a purpose.	colours to those in a work of art.	shades and mood.	shades and mood. - Explore the use of texture in colour (sawdust, glue, sand)		
secondary colours. - Introduce mixing of colours to make new colours. - Find collections of colours and use	objects (sunshine yellow). Make as many tones of one colour as possible on white paper.	colour mixing for a purpose. - Make colour wheels to show	colours to those in a work of art. Work with one colour against a	shades and mood. - Explore the use of texture in	shades and mood. - Explore the use of texture in		
secondary colours. - Introduce mixing of colours to make new colours.	objects (sunshine yellow). Make as many tones of one colour as possible on white paper.	colour mixing for a purpose. - Make colour wheels to show primary and secondary colour. - Introduce different brushes for specific purposes.	colours to those in a work of art. - Work with one colour against a variety of backgrounds.	shades and mood. - Explore the use of texture in colour (sawdust, glue, sand)	shades and mood. - Explore the use of texture in colour (sawdust, glue, sand)		
secondary colours. - Introduce mixing of colours to make new colours. - Find collections of colours and use	objects (sunshine yellow). • Make as many tones of one colour as possible on white paper. • Darken colours without using	 colour mixing for a purpose. Make colour wheels to show primary and secondary colour. Introduce different brushes for specific purposes. Begin to apply colour using 	colours to those in a work of art. - Work with one colour against a variety of backgrounds. - Observe colours on hands and	shades and mood. - Explore the use of texture in colour (sawdust, glue, sand) - Consider colour for purpose.	shades and mood. - Explore the use of texture in colour (sawdust, glue, sand) - Consider colour for purpose and		
secondary colours. - Introduce mixing of colours to make new colours. - Find collections of colours and use language to evaluate (light or	objects (sunshine yellow). Make as many tones of one colour as possible on white paper. Darken colours without using black.	colour mixing for a purpose. - Make colour wheels to show primary and secondary colour. - Introduce different brushes for specific purposes.	 colours to those in a work of art. Work with one colour against a variety of backgrounds. Observe colours on hands and faces (flesh colours). 	shades and mood. - Explore the use of texture in colour (sawdust, glue, sand) - Consider colour for purpose. - Explore the texture of paint (thin,	shades and mood. - Explore the use of texture in colour (sawdust, glue, sand) - Consider colour for purpose and explain reasoning.		
secondary colours. - Introduce mixing of colours to make new colours. - Find collections of colours and use language to evaluate (light or dark).	objects (sunshine yellow). Make as many tones of one colour as possible on white paper. Darken colours without using black. Mix colours to match those of the	 colour mixing for a purpose. Make colour wheels to show primary and secondary colour. Introduce different brushes for specific purposes. Begin to apply colour using 	 colours to those in a work of art. Work with one colour against a variety of backgrounds. Observe colours on hands and faces (flesh colours). Advise and question suitable 	shades and mood. - Explore the use of texture in colour (sawdust, glue, sand) - Consider colour for purpose. - Explore the texture of paint (thin, wet, thick, heavy).	shades and mood. - Explore the use of texture in colour (sawdust, glue, sand) - Consider colour for purpose and explain reasoning. - Explore the texture of paint (thin,		

a variety of paper using a variety of different tools including fingers. - Use a variety of different sized brushes, sponges, dabbers, pallet knives.	 Introduce different types of brushes for different purposes: Fine and very fine – detail/outlining. Medium – covering areas. Large – covering larger areas – skies, fields etc. Very large (decorating brushes) – for very large areas. E.g. large posters, backdrop for a play. 	 Pointillism (controlled coloured dots to show evident tone and shading) Make links to the work of well-known artists. Investigate symbols, shapes, form and composition. Look at different artists and see how the pictures are composed. Create a background using a wash and a range of brushes to create effect. 	 Use colour to reflect mood (Matisse). Know that different paints provide different outcomes e.g. water colour is more delicate, acrylic is bolder in style, etc. Teach the correct use of differing paint types. 	 Consider artists use of colour and application (Pollock, Monet, Chagall). Look at work of different artists and emulate technique using a variety of tools. Children able to discuss their own personal style. 	 Consider artists use of colour and application. Colour to express feelings. Children able to discuss their own personal style. 		
	Progression of Skills and U	nderstanding: PRINTING (found	materials, fruit/veg, wood bloc	ks, press print, lino, string)			
		RECE	PTION				
 Printing with a variety of objec Imprint onto a range of texture Print with block colours. 	- Rubbings showing a range of textures and patterns. - Printing with a variety of objects (leaf, hand, veg) - Imprint onto a range of textures (paper, clay, dough) - Print with block colours.						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Introduce pupils to the work of a Churchill.	artists to highlight and exemplify	the techniques being developed	l. Good artists to use are William	Morris, Matisse, Hokusai, Angie	Lewin, Andy Warhol and Sarah		
 Create patterns and pictures by printing using more than 1 colour. Develop impressed images (drawing into a softer material). Use relief printing confidently (string, card). Use appropriate language to describe tools and the process used. Explore printing e.g. fingers, hands, feet, plain vegetable, print shapes, sponge and sponge shapes, random objects, leaves etc 	 Extend repeating patterns (overlapping, two colours). Print with a growing range of objects. Create a print using pressing, rubbing and rolling. Simply talk about the work of others as well as their own. Identify the different forms printing can take (books, fabric, wallpaper). Make simple block by using corrugated card into simple shape e.g. house. Combine different types of printing technique to create a picture. Introduce wax resist. 	 Use relief and impressed printing processes. Record textures and patterns. Explore images through monoprinting on a variety of papers. Explore colour mixing through deliberately overlapping prints Pointillism (See above) 	 Use a sketchbook for recording Use appropriate language. Interpret environmental and manmade patterns and form. Discuss, modify and adapt print as the work progresses. Explore images and recreate textures through deliberate selection of materials. Make simple print using press print (polystyrene printing tiles) – make a paper template first and fix to press print. Over print using several colours Add texture to second print, take out part of print design which will show first print. 	 Combining prints to produce an end piece. Design prints for fabrics, book covers, and wallpaper. Make connections between own work and patterns in their environment. Discuss and evaluate own work and work of others in detail. Develop screen printing. Create image by placing strips of paper onto paper or material and place screen on top. Draw over ink. 	 Build up images of whole or parts of items using various techniques (card, relief). Screen printing. Explore printing techniques used by various artists. Recreate images through collaged printing. Develop techniques for lino printing. Understand that you start with one image then "take out" rather than add, to create an image. 		

Progression of Skills and Understanding: 3D FORM (Including Clay, dough, boxes, wire, paper, sculpture, Mod roc)							
RECEPTION							
 Handling, feeling, enjoying and mar Constructing from simple objects. P Shape and model from observation Simple language from discussion of 	ulls apart and reconstructs. and imagination.						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
When working with clay pupils n	eed to be taught a range of basic	c techniques. They need to be ta	ught to:				
create items of even thickness –	helps drying and firing process						
work on hessian or other rough s	surface to prevent sticking						
roll-out clay correctly - starting w	vith a ball, press into flattened ba	all, then roll clay from the middle	eoutwards				
create a basic slab by rolling clay	between two even sized woode	n batons					
make sure no air bubbles are in t							
clay can be joined together using							
use clay tools							
When undertaking 3D work pupi	Is need to experiment with a rar	nge of tools and fixings, differing	cutting implements, different ty	pes of glue and tape, nails, screw	vs etc.		
Teachers will need to consider a			,	,			
Introduce pupils to the work of a	rtists to highlight and exemplify	the techniques being developed	: Good artists to use are Picasso	- 'junk modelling', Henry Moore	– mother & child etc., Andy		
Goldsworthy, Anthony Gormley a	and Modigliani.						
3D work from other cultures also	provides stimuli and exemplify	techniques e.g. Terracotta Warri	iors, masks from different cultur	es and Greek vases.			
 Construct to represent personal ideas or a purpose e.g. a puppet. Carve into media using tools. Pinch and roll coils and slabs using a modelling media. Make simple joins in materials. Discussion of weight and texture. 	 Awareness of natural and man- made forms/environments. Expression of personal experiences and ideas. Shape and form from direct observations. Decorative techniques (impressed, painted) 	from observation and/or imagination. - Plan and develop ideas and make simple choices about media. - Understanding of different adhesives and methods of	 Plan and develop ideas and make informed choices about media. Experience surface patterns and textures. Understand how to work safely and organise work. Discuss and compare own work and the set of seture. 	 Use sketchbook to inform, plan and develop ideas. Shape, form, model and join with confidence using a variety of materials. Produce intricate patterns and textures. 	 Continue from Year 5. - Makes imaginative use of the knowledge that have acquired of tools, techniques and materials to express own ideas and feelings. 		
	painted) - Replicate patterns and textures in	construction. - Think about size and begin to	and that of others. - Consider light, space and size.	 Work directly from observation or imagination. 			
	3D form.	explain reasoning.	- Analyse and interpret natural and	- Discuss properties of media.			
	- 3D Sculptures (make and discuss)	- Simply discuss aesthetics.	man-made construction.	Discuss and evaluate own work			
	and that of others in detail.						
Progression of Skills and Understanding: TEXTURE (textiles, clay, dough, plaster, stone, weaving, surfaces, collage)							
RECEPTION							
 Simple collages using pasta, paper, Simple weaving. 							
Selects, sorts, tears and glues items down.							
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		

When working with textiles pupils could be encouraged to recreate works of art with fabrics. Textile artists: Sonia Delauney – worked with strong colours and geometric shapes, Anni Albers – weaving, Tilleke Scwarz and Claire Coles – contemporary textile artists, Kaffe Fasset – range of textiles.

 Weaving using a card loom. Build on collage skills using smaller materials. Use texture to provide information (a journey, man- made vs natural materials). Sort materials according to specific qualities. 	 Use overlapping and overlaying to create effects. Use large eyed needles to create running stitches. Explore cross stitch. Simple appliqué (material shapes attached using running stitch). Collages to create a specific image. 	 Use smaller eyed needles and finer thread. Use colour to express an idea in weaving (seasons, moods). Demonstrate awareness of the nature of materials (fragile, tough) Explore different ways of colouring or patterning material – batik, tie dye. 	 Use a wider variety of stitches to develop pattern/ textures. Observe and demonstrate understanding of design of textural art. Use initial sketches to aid work Experiment with mood, feeling, movement and interests. - Compare fabrics from different countries and different types of fabrics. 	 Interpret stories, music, poems and environment as stimuli. Select and use materials to achieve specific outcome. Embellish work using a variety of techniques. Consider methods of making fabrics. Look at Artists using textiles and begin to compare differences in design 	 Develop experience in embellishing (applique, sticking, weaving, layering). Applies knowledge of techniques to express feeling. Use found and constructed materials. Work collaboratively on a larger scale. 		
	Progression		TTERN (paint, pencil, textiles, cl	ay, printing)			
		RECEI	PTION				
- Make irregular painting patterns b	- Imitate and create simple, repeating patterns using concrete objects. - Make irregular painting patterns based on real life (animal skin). - Simple symmetry (folding painted butterflies). - Collages (spots, stripes).						
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
 Awareness and discussion of patterns around them (pattern hunt). Experiment creating repeating patterns on paper using drawing or printing of own design. - Linking symmetry to maths. 	 Experiment by arranging, folding, repeating, overlapping, regular and irregular patterning. Discuss natural and man-made patterns. Discuss what regular and irregular means. 	 Search for patterns in the environment and use it to make own patterns or printing. Use sketchbooks to design own motif to repeat. Make patterns using ICT. Make patterns on a range of surfaces. Link symmetry to maths. 	 Consider different types of mark making to make patterns Environmental and manmade. Look at various artists' creation of pattern and discuss effect (Gaudi, Matisse, Aboriginal). Link to maths (tessellation, geometry and lines). 	 Organise own patterns and use shape to create patterns. Create own abstract pattern to reflect personal experience and expression. Create pattern from purpose (wallpaper, boxes, book cover) Look at artists and discuss the effect of their work (Morris, Sol Lewitt, Matisse, Miro). 	 Organise own patterns and use shape to create patterns. Create own abstract pattern to reflect personal experience and expression. Create pattern from purpose (wallpaper, boxes, book cover) Look at artists and discuss the effect of their work (Morris, Sol Lewitt, Matisse, Miro). 		

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Pupils should be introduced to the work of famous artists both as part of their art work but also as a stimulus in other subjects. They should be encouraged to discuss composition and									
techniques, to experiment with	echniques, to experiment with those techniques within their own work. They should develop preferences and explain why they like or dislike a piece of work.								
School may wish to provide eacl	chool may wish to provide each year group with some artists to 'get to know'.								
Visits to galleries provide an exc	/isits to galleries provide an excellent stimulus for work within art and other subjects. Many galleries provide talks around particular pictures. Projects such as Take One Picture (National Gallery)								
are also a useful way of explorin	g the work of an artist.								
Books such as the '13 series 13 a	<i>artists'</i> children should know 13 t	echniques that children should	know etc. are a very good source	of inspiration.					
Link their work/product to a well-	Describe what is seen and liked in	Experiment with different styles	Explore work from other cultures	Explore how particular images are	Gather own information about an				
known artist.	the work of another artist.	which artists/sculptors have used.		portrayed by different artists or at	artist or art movement and link this				
		Use some of these techniques in			to own work.				
	painting and what it is/is not about.	own work.	used and compare work of different		Say what or who has influenced				
				which artists have used.	their work.				
				Create artwork using techniques of a given artist.					
				given artist.					