			EYFS	
 Listen at Participa introduct Personal, Socia Set and impulses Give foc and sho Be confi Work an Physical Develop Use a ra Begin to 	nge of small tools, including scissors, paintbrushes and cutlery show accuracy and care when drawing	l their immediate	 Understanding the world Describe their environment using knowledge Explore the natural world around them, mathematical function Safely use and explore a variety of material function Share their creations, explaining the process Literacy Use and understand recently introduced value 	king observations and s, tools and technique ss they have used
Subitise Explore Disciplinary Knowledge	up to 5 and represent patterns within numbers up to 10 KS1		Lower KS2	
uld be covered in irt units of work	 Record, explore, and experiment with ideas from first-hand observations. Ask and answer questions about the starting points for their work. Explore the work of a few famous artists, craftspeople, and designers from different times and cultures, noting differences and similarities. Explore how art has changed over time. Develop ideas by trying things out and changing their minds. Make simple observations about their own work and the work of others. Begin to identify basic elements such as colour, shape, and line. Review what they and others have done and say what they think and feel about it. Learn to give and receive basic feedback, focusing on positive aspects. Learn to critique others' work respectfully and be tolerant of other people's opinions. Develop confidence and enjoyment in art activities 	 imagination, ex Question and r and select idea Explore differe identify key ch Explore art hist Develop more techniques. Make detailed of their own we Compare ideas others' work ar Reflect on thei Begin to under observations. Adapt their wo might develop 	tory and the influence of culture on art. complex ideas and experiment with different observations about the visual and tactile qualities ork and the work of others. s, methods, and approaches in their own and nd say what they think and feel about them. r own work and identify areas for improvement. rstand and use art vocabulary to describe their	 Select and reimagination Make detaileand select id Study art his Renaissance Understand movements Explore the designers we contexts. Compare an own and oth Use specific comparisons Adapt their might devel reflection. Make observ concepts.



on, discussion, stories non-fiction texts and maps and drawing pictures of animals and plants

iques, experimenting with colour, design, texture, form and

discussions

Upper KS2

nd record from first-hand observation, experience, and ion with a clear purpose.

tailed and thoughtful observations about starting points ct ideas to use in their work.

t history in more detail, including major art periods (e.g., nce, Baroque, Modernism).

and the historical and cultural context of various art nts and significant works.

the roles and purposes of artists, craftspeople, and is with an understanding of historical and cultural .

e and contrast ideas, methods, and approaches in their others' work, providing detailed evaluations.

ific examples from art history to support their sons.

eir work with a clear rationale and describe how they evelop it further, incorporating feedback and selfn.

servations about artistic techniques, materials, and s.

	 Continue to critique others' work respectfully and be tolerant of other people's opinions. Gain confidence and enjoyment in art, expressing creativity and personal ideas. 	 Use advar clearly. Use sketcl detailed n Critique o feedback, Exhibit gro creative p
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Key Stage One

		Year 1	
	Painting	Printing	Drawing
Substantive Knowledge	 Use of Primary Colours: Identify and use primary colours (red, blue, yellow) in paintings. Experimentation with Tools: Experiment with a variety of painting tools such as brushes, sponges, and fingers. Colour Mixing Basics: Mix primary colours to create secondary colours (green, orange, purple). Application of Paint: Apply paint using different techniques (dabbing, stroking, washing). Shape Painting: Paint simple shapes and forms (circles, squares, triangles). Texture Creation: Explore creating textures with paint using different tools and techniques. Line Usage: Use lines in painting to define shapes and add details. Painting from Observation: Create simple paintings based on observation (e.g., a fruit bowl). Imaginative Painting: Create paintings from imagination or storytelling. 	 Introduction to Printing: Understand the basic concept of printing and how it differs from drawing and painting. Simple Printmaking Tools: Experiment with simple printmaking tools such as stamps, sponges, and found objects (e.g., leaves, fabric). Basic Techniques: Learn basic printing techniques such as stamping, pressing, and rubbing. Repetition and Patterns: Create simple patterns and designs through repetitive printing. Texture Exploration: Explore the use of texture in printing by using various textured objects and materials. Colour Application: Apply primary and secondary colours in printing activities, understanding how different colours can be layered and combined. Control and Coordination: Develop control and coordination when using printing tools to achieve desired effects. Simple Imagery: Create simple printed images and designs that convey basic ideas or themes. 	 Use of Basic Shap squares, triangles, people, animals, a Experimentation drawing tools and Explore the effects preference based Creation of Textu techniques like rul a basic understand grass, or brick. Line Usage: Use of looped in drawing thickness, and dire Control and Coor coordination in dr within lines where proportions. Colour Theory In and begin to unde Practise colouring placement and ch Observational Dr focusing on the pl Represent basic o through drawings rainy), utilising ap



anced art vocabulary to articulate their observations

- chbooks extensively to annotate their work, including notes, thoughts, and critiques.
- others' work with respect, tolerance, and insightful k, considering multiple perspectives.
- prowing confidence in art abilities and enjoyment in the process.

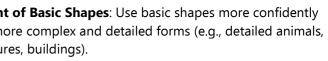
hapes: Identify and draw basic shapes such as circles, es, and rectangles to construct recognisable forms (e.g., , and buildings).

- **on with Different Media**: Experiment with a variety of and media such as pencils, crayons, pastels, and chalk. ects created by each tool and media and express a ed on their experiences.
- **xtures**: Apply simple textures to drawings using rubbing, stippling, or making hatch marks. Demonstrate anding of how textures can represent things like fur,
- e different kinds of lines such as straight, wavy, zigzag, or ngs. Understand the use of line to depict movement, lirection.
- **bordination**: Demonstrate improved control and drawing, including drawing with a purpose, keeping ere appropriate, and showing some accuracy in detail and
- **Introduction**: Introduce primary and secondary colours nderstand how colours can be mixed to create new hues. ng skills within drawings, showing awareness of colour choices.
- **Drawing Skills**: Engage in simple observational drawing, e physical properties of objects they can see and touch. c objects realistically based on observations.
- **n of Simple Ideas**: Convey simple concepts or ideas gs, such as emotions (happy, sad) or weather (sunny, appropriate elements and details.

Painting	Printing	Drawing
 Refinement of Colour Mixing: Improve colour mixing skills to create a wider range of hues and tones. Advanced Tool Usage: Use a variety of painting tools more effectively to achieve desired effects. Brush Control: Develop control over brush strokes to create different textures and details. Painting Simple Scenes: Create paintings that depict simple scenes (e.g., a landscape with a sky and ground). Texture and Pattern: Explore creating more complex textures and patterns with paint. Detail Work: Focus on adding details to paintings to make them more realistic or expressive. Painting People and Animals: Begin painting simple representations of people and animals. Storytelling through Painting: Use paintings to tell simple stories or convey ideas. 	 Refined Printing Techniques: Build on basic techniques to include more refined and controlled printing methods. Variety of Tools: Experiment with a wider variety of printing tools, including rollers, brushes, and handmade stamps. Layering Colours: Learn to layer colours in prints to create more complex and visually interesting designs. Detailed Patterns and Designs: Create more detailed and intricate patterns using printing techniques. Texture and Detail: Focus on adding texture and detail to printed designs using various tools and materials. Two-Colour Printing: Experiment with two-colour printing, understanding the impact of colour choices and combinations. Printmaking Projects: Undertake simple printmaking projects that involve planning, designing, and executing prints. Printing from Nature: Use natural objects (e.g., leaves, flowers) to create prints, understanding how different objects produce different textures and patterns. 	 Refinement to create in human fig Exploration drawing to create and Advanced techniques textures to Line Quali different li in drawing Proportion proportion animal figu Colour Mi mixing and create and Detailed C skills by for representa Narrative more com line, and com

Key Stage Two

	Year 3	
Painting	Drawing	Collage
 Understanding Colour Theory: Understand the basic theory, including primary, secondary, and complement Exploring Media: Experiment with different painting watercolours, acrylics, and tempera. Techniques and Methods: Learn and apply basic paint techniques such as washes, layering, and blending. Painting from Observation: Create paintings from of focusing on capturing basic shapes and colours. Proportion and Scale: Understand and apply basic comproportion and scale in painting. Detailed Work: Add finer details to paintings to enhage expression. Imaginative and Narrative Painting: Create imagination and paintings that tell a story. 	 curved, wavy, zigzag). Basic Shapes: Draw and combine simple geometric shapes (circles, square triangles). Texture Exploration: Experiment with creating textures using pencils and crayons (hatching, cross-hatching, stippling). Still Life Drawing: Draw basic objects from observation (fruit, simple toys) Proportion and Scale: Introduction to the concepts of proportion and scale in drawing. Detail Work: Focus on adding details to drawings (patterns, small features ance realism or Colour Introduction: Begin to use coloured pencils and crayons to enhance 	 Cutting and Techniques for shapes and techniques to techniques to Layering and techniques to Colour and Techniques to



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on of Media Effects: Experiment further with different ols and media, focusing on the specific effects they can how they can enhance drawings.

Texture Techniques: Develop more advanced texture , such as layering different marks and combining represent complex surfaces (e.g., fur, fabric, wood).

ty and Expression: Experiment with line quality and how nes can express movement, emotion, and other qualities s.

nal Drawing: Begin to understand and apply basic al relationships in drawings, especially in human and ures.

xing and Application: Gain more experience with colour apply these skills in drawings, understanding how to use different hues effectively.

Observational Drawing: Improve observational drawing cusing on capturing more details and accuracy in tions of objects and scenes.

Drawing: Use drawings to tell simple stories or convey plex ideas, integrating learned skills in shape, texture, plour.

on to Collage: Understand the basic concept of collage stic applications.

Materials: Experiment with a variety of materials such as ic, magazine clippings, and natural objects.

d Tearing Techniques: Learn and apply basic for cutting and tearing materials to create desired I textures.

nd Composition: Understand and apply basic layering to create depth and interest in collages.

J Texture: Explore the use of colour and texture in derstanding how different materials and colours can be

emes and Ideas: Create collages that represent simple ideas, such as nature scenes or everyday objects.

 Composition Basics: Learn to arrange elements in a painting to create a balanced composition. Texture and Pattern: Experiment with creating textures and patterns using different painting techniques. 	Simple Composition: Arrange multiple objects in a drawing to create a simple scene.	Control and handling ma
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	Year 4	
Drawing	3d Drawing and Sculpture	Collage
 Line Quality: Focus on varying line thickness and quality. Shape and Form: Develop understanding of 3D shapes (cubes, spheres, cylinders) and how to represent them in 2D. Texture and Pattern: Experiment with more complex textures and patterns. Proportions in Figures: Study basic human and animal proportions. Gesture Drawing: Practice quick, expressive drawings to capture movement. Detail and Expression: Work on facial expressions and fine details in figure drawing. Foreground and Background: Learn to create depth by distinguishing between foreground and background. Perspective Basics: Introduction to one-point perspective. Colour Use: Expand use of colour to include blending and shading techniques. 	 Introduction to 3D Concepts: Understand the basic concepts of three- dimensional (3D) shapes and forms. Basic 3D Drawing Techniques: Learn and apply basic techniques for drawing 3D objects on a 2D surface (e.g., shading, perspective). Exploring Materials for Sculpture: Experiment with a variety of materials for sculpture, such as clay, papier-mâché, and found objects. Simple Sculpting Techniques: Learn basic sculpting techniques such as modelling, carving, and assembling. Texture and Form in Sculpture: Explore the use of texture and form in 3D artwork. Creating Simple 3D Models: Create simple 3D models and sculptures based on observation and imagination. Control and Coordination: Develop control and coordination in handling sculpting tools and materials. Understanding Proportion and Scale: Apply basic concepts of proportion and scale in both drawing and sculpting. 	 Advanced C more advan Exploring D materials, in Complex Co cutting and Intricate La detailed con Theme Dev more compl Texture and for a richer v Mixed Med drawing, pair



S u



nd Coordination: Develop control and coordination in materials and tools.

Collage Techniques: Build on basic collage skills with nced techniques.

Diverse Materials: Experiment with a wider variety of ncluding recycled items and three-dimensional objects. **Cutting and Shaping**: Develop skills in more complex I shaping of materials.

ayering and Composition: Create more intricate and mpositions with multiple layers.

velopment: Develop and execute collages that convey blex themes and narratives.

d Detail: Focus on adding texture and detail to collages visual effect.

dia: Combine collage with other art forms such as a anting, and printmaking.

Drawin	g	Digital Art	3d Drawing and Scu
•	 Shading and Light: Practice shading techniques to represent light and shadow. Complex Forms: Draw more complex forms and structures. Texture Mastery: Refine the ability to create realistic textures. Two-Point Perspective: Introduction to two-point perspective drawing. Accurate Proportions: Enhance skills in achieving accurate proportions in various subjects. Dynamic Composition: Explore dynamic and balanced compositions. Mixed Media: Experiment with combining different drawing media. Narrative Drawing: Create drawings that tell a story or convey a message. 	 Introduction to Digital Art: Understand the basic concepts and tools used in digital art. Exploring Digital Tools: Experiment with a variety of digital art tools and software. Basic Digital Techniques: Learn and apply basic digital art techniques such as drawing, painting, and erasing. Creating Simple Digital Images: Create simple digital images using basic shapes and lines. Understanding Layers: Learn the concept of layers and how to use them effectively in digital art. Colour and Texture in Digital Art: Explore the use of colour and texture in digital art, understanding how digital tools can enhance these elements. Simple Animation: Introduction to creating simple animations or GIFs. Combining Traditional and Digital Media: Experiment with combining traditional and digital media in artwork. 	 Advanced 3D include more perspective). Exploring Co and structure Advanced So sculpting tech Creating Det 3D models ar Understanding shadow to en Dynamic Cor compositions Texture and adding intrication

		Year 6	
	Digital Art	Drawing	Individual Project
Substantive Knowledge	 Advanced Digital Art Techniques: Build on basic techniques to include more advanced digital art methods. Exploring Advanced Tools: Experiment with more advanced digital tools and features in art software. Creating Complex Digital Images: Create more complex digital images with multiple elements and details. Advanced Layering Techniques: Master the use of layers to create depth and complexity in digital art. Digital Painting and Drawing: Develop skills in digital painting and drawing with greater detail and precision. Advanced Animation Techniques: Learn more advanced techniques for creating digital animations. Photo Manipulation: Introduction to basic photo manipulation and editing techniques. 	 Advanced Shading: Master the use of shading to create depth and realism. Detail and Precision: Focus on precision in detailed work. Complex Compositions: Create complex compositions with multiple elements. 	Using technic



culpture

3D Drawing Techniques: Build on basic techniques to bre advanced 3D drawing methods (e.g., two-point e).

Complex Forms: Draw and sculpt more complex forms ures.

Sculpting Techniques: Learn and apply more advanced echniques such as joining and detailed carving.

Detailed 3D Models: Create more detailed and intricate and sculptures.

ding Light and Shadow: Apply concepts of light and enhance the realism of 3D drawings and sculptures.

Composition in 3D Art: Explore dynamic and balanced ons in 3D artwork.

nd Detail Mastery: Focus on mastering textures and ricate details to 3D artwork.

niques from across the primary curriculum.