

Concepts	Early Years	KS1 (Yrs1&2)	KS2 (Yrs 3&4)	KS2 (Yrs 5&6)
<p><b><u>Developing Ideas</u></b></p>	<p>Explore ideas &amp; starting points.</p> <p>Create simple representations of people and other things</p> <p>Respond to different methods and materials as ideas are modelled.</p>	<p>Respond to ideas and show how they can be expressed in artwork.</p> <p>Explore ideas and collect visual information.</p> <p>Explore different methods and materials as ideas develop.</p>	<p>Develop ideas from starting points.</p> <p>Collect information, sketches and resources.</p> <p>Explore ideas in a variety of ways.</p> <p>Comment on their ideas using language of art.</p> <p>Refine ideas improve and explain.</p>	<p>Develop and imaginatively extend ideas from starting points -explain thinking.</p> <p>Collect information sketches and resources - present ideas in sketchbooks.</p> <p>Consider materials and techniques to be used.</p> <p>Modify and refine.</p>
<p><b><u>Master techniques</u></b></p> <p><b><u>DRAWING:</u></b></p>	<p>Draw lines with different media on different surfaces.</p> <p>Develop above skills - refining and improving.</p> <p>Add colour - eg Inside lines</p> <p>Show pattern by repeating simple shapes and lines.</p> <p>Use effective pencil grip to make marks.</p>	<p>Draw lines of different lengths, shapes and thickness.</p> <p>Add colour – keeping within lines drawn.</p> <p>Show patterns and textures by adding dots and lines.</p> <p>Show different tones by using coloured pencils.</p>	<p>Sketch lightly – avoiding need to use a rubber.</p> <p>Use shadowing to use light and shadow.</p> <p>Use hatching and cross hatching to show tone and texture.</p>	<p>Choose a style of drawing suitable for the task – sketching, precision drawing, pen and ink etc.</p> <p>Continue to develop shading skills – becoming more proficient and confident.</p>

<p><b><u>PAINTING:</u></b></p>	<p>Use a variety of tools to create marks with paint</p> <p>Explore colour mixing</p> <p>Name simple colours</p>	<p>Use thick and thin brushes</p> <p>Mix primary colours to make secondary</p> <p>Add white to colours to make tints and black</p> <p>Create colour wheels</p>	<p>Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines Mix colours effectively</p> <p>Use watercolour paint to produce washes for backgrounds then add detail</p> <p>Experiment with creating mood with colour</p>	<p>Sketch (lightly) before painting to combine line and colour</p> <p>Create a colour palette based upon colours observed in nature or built world</p> <p>Use the qualities of watercolour and acrylic paints to create visually interesting pieces</p> <p>Combine colours, tones and tints to enhance the mood of a piece</p> <p>Use brush techniques and the qualities of paint to create texture – explore different methods</p>
<p><b><u>COLLAGE:</u></b></p>	<p>Manipulate materials to achieve a planned effect</p> <p>Explore a range of joining materials</p> <p>Touch and arrange textured materials</p>	<p>Use a combination of materials that are cut, torn and glued</p> <p>Sort and arrange materials</p> <p>Mix materials to create texture</p>	<p>Select and arrange materials for a striking effect</p> <p>Ensure work is precise</p> <p>Use coiling, overlapping, tessellation, mosaic and montage</p>	<p>Mix textures (rough and smooth, plain and patterned)</p> <p>Combine visual and tactile qualities</p> <p>Used mixed media to create an original art piece.</p>
<p><b><u>SCULPTURE:</u></b></p>	<p>Create sculptures that are 2D and 3D</p> <p>Use different textures to create models</p>	<p>Use a combination of shapes</p> <p>Include lines and texture</p> <p>Use rolled up paper, straws, paper, card and clay as</p>	<p>Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials)</p>	<p>Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations</p> <p>Use tools to carve and add shapes, texture and pattern</p>

	Use and explore a variety of materials and techniques	materials Use techniques such as rolling, cutting, moulding and carving	Include texture that conveys feelings, expression or movement Use clay and mouldable materials Add materials to provide interesting detail	Combine visual and tactile qualities Use framework (such as wire or moulds) to provide stability and form  Use other materials such as wire to create 3d works.
<b><u>PRINTING:</u></b>	Use an object to create prints Begin to create copied prints from an example Understand that prints can be made using different techniques such as press, roll, rub and stamp	Use repeating or overlapping shapes Mimic print from the environment (e.g. wallpapers) Use objects to create prints (e.g. fruit, vegetables or sponges) Press, roll, rub and stamp to make prints	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	Build up layers of colours Create an accurate pattern, showing fine detail – design own stencil. Use a range of visual elements to reflect the purpose of the work
<b><u>TEXTILES:</u></b>	Join materials using glue or tape  With support, use marbling to create different effects  Use an in and out movement to complete simple sewing cards	Use weaving to create a pattern Join materials using glue and/or a stitch Use plaiting	Shape and stitch materials Use basic cross stitch and back stitch Colour fabric  Create weavings Quilt, pad and gather fabric	Show precision in techniques Choose from a range of stitching techniques  Combine previously learned techniques to create pieces
<b><u>ARTISTS PLUS OTHER DESIGNERS AND CRAFTSPEOPLE</u></b>	Understand what an artist or illustrator is  Picasso Matisse	Describe the work of notable artists, craftspeople and designers Use some of the ideas of artists studied to create pieces	Replicate some of the techniques used by notable artists, craftspeople and designers	Gives details (including own sketches) about the style of some notable artists, craftspeople and designers



<p><b><u>- STUDIES AND INSPIRED WORKS.</u></b></p>	<p>Mondrian Hokusai Seurat Andy Goldsworthy</p>	<p>William Corden II John Calcot Rousseau Anthony Gormley</p>	<p>Create original pieces that are influenced by studies of others</p> <p>Andy Warhol Gaudi Stone age art</p>	<p>Show how the work of those studied was influenced by both society and to other artists Create original pieces that show a range of influences and styles Brother Banda's African Art Phidias – sculptor Wright and Turner</p>
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