







EYFS – Expressive Arts and Design and Physical Development		
✚ Prerequisite skills for art within the national curriculum		
ELG	Creating with materials	Fine Motor Skills
	<ul style="list-style-type: none"> • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. • Share their creations, explaining the process they have used. • Make use of props and materials when role playing characters in narratives and stories. 	<ul style="list-style-type: none"> • Use a range of small tools, including scissors, paintbrushes and cutlery. • Begin to show accuracy and care when drawing.

Knowledge, Skills and Understanding breakdown for Art, Craft and Design			
Year 1			
 Use a range of materials  Use drawing, painting and sculpture  Develop techniques of colour, pattern, texture, line, shape, form and space  Learn about range of artists, craftsmen and designers eg Van Gogh, Klee, Hockney, Moore			
Drawing	Printing	Painting	Collage
Use a range of tools – pencil, charcoal, inks, chalk, pastels. Draw thick and thin lines. Colour own work neatly following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils.	Use a range of objects to create prints eg sponges, vegetables and fruit. Carry out different printing techniques eg monoprint, block, relief and resist printing. Build a repeating pattern and mimic print from the environment eg wallpaper. Make rubbings.	Use thick and thin brushes. Name primary colours and mix them to make secondary colours. 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.
Textiles	3D	Digital Media	Taking inspiration from the greats
Use a variety of techniques eg weaving, finger knitting, fabric crayons. Know how to thread a needle. Cut, glue and trim material. Use plaiting.	Explore with a range of malleable media, especially clay. Use a combination of shapes. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting and kneading.	Use a simple painting program to create a picture. Use tools to create different textures, lines, tones, colours and shapes.	Describe the works of notable artists, artisans and designers Use some of the ideas of artists studied to create pieces.

Knowledge, Skills and Understanding breakdown for Art, Craft and Design			
Year 2			
<p>✚ To use a range of materials creatively to design and make products</p> <p>✚ To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p>✚ To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p>✚ To know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work eg Da Vinci, Cezanne, Pollock, Kadinsky</p>			
Drawing	Printing	Painting	Collage
<p>Draw for a sustained time, single or grouped objects.</p> <p>Layer different media eg crayons, pastels, felt tips, charcoal.</p> <p>Experiment with visual elements – line, shape, pattern, colour</p> <p>Understand basic use of sketchbook and work out ideas for drawing.</p> <p>Review work and annotate sketchbook.</p>	<p>Use a variety of techniques including carbon printing, relief, press and fabric printing and rubbings.</p> <p>Design patterns of increasing complexity and repetition.</p> <p>Print using a variety of materials, objects and techniques.</p> <p>Press, roll, rub and stamp to make prints.</p>	<p>Mix a range of secondary colours, shades and tones.</p> <p>Experiment with tools and techniques including layering.</p> <p>Name different types of paint and their properties.</p> <p>Work on a range of scales eg large brush on large paper.</p> <p>Mix and match colours using artefacts and objects.</p>	<p>Create textured collages from a range of media.</p> <p>Overlap and overlay to create effects.</p> <p>Make a simple mosaic.</p>
Textiles	3D	Digital Media	Taking inspiration from the greats
<p>Use a variety of techniques including weaving, French knitting, tie-dyeing, fabric crayons and wax or oil resist, applique and embroidery.</p> <p>Stitch, knot and use other manipulative skills.</p>	<p>Manipulate clay for a variety of purposes eg thumb pots, simple coil pots and models.</p> <p>Build a textured relief tile.</p> <p>Understand safety and basic care of tools and materials.</p> <p>Experiment with construction and join recycled, natural and man-made materials more confidently.</p>	<p>Use a wide range of tools to create different textures, lines, tones, colours and shapes.</p>	<p>Describe the work of notable artists, artisans and designers.</p> <p>Use some of the ideas of artists studied to create pieces.</p>

Knowledge, Skills and Understanding breakdown for Art, Craft and Design			
Year 3			
<p>✚ Develop ideas from starting points throughout the curriculum.</p> <p>✚ Use sketchbooks to collect information, sketches and resources.</p> <p>✚ Explore ideas in a variety of ways and adapt and refine ideas as they progress.</p> <p>✚ Comment on artworks using visual language.</p> <p>✚ Replicate some of the techniques used by notable artists, artisans and designers eg Picasso, O'Keefe, Segal, Calder, Adire</p>			
Drawing	Printing	Painting	Collage
<p>Use different grades of pencils and other implements to show line, tone and texture.</p> <p>Annotate sketches to explain and elaborate ideas.</p> <p>Sketch lightly (no need to use a rubber to correct mistakes).</p> <p>Use shading to show light and shadow.</p> <p>Draw for a sustained period of time.</p> <p>Adapt and refine ideas as they progress.</p>	<p>Use layers of 2 or more colours.</p> <p>Replicate patterns observed in natural or built environments.</p> <p>Make printing blocks eg from coiled string glued to a block.</p> <p>Make precise repeating patterns.</p>	<p>Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.</p> <p>Mix colours effectively and know which primary colours make secondary colours.</p> <p>Use watercolour paint to produce washes for background then add detail.</p> <p>Experiment with creating mood and colour including blocking in colour, washes, thickened paint.</p>	<p>Select and arrange materials for a striking effect.</p> <p>Use coiling, overlapping, tessellation, mosaic and montage.</p>
Textiles	3D	Digital Media	Taking inspiration from the greats
<p>Shape and stitch materials.</p> <p>Use basic cross stitch and back stitch.</p> <p>Create weavings.</p> <p>Quilt, pad and gather fabric.</p> <p>Name the tools and materials they have used.</p>	<p>Create and combine shapes to create recognisable forms eg shapes made from nets or solid materials.</p> <p>Make a simple papier mache model.</p> <p>Join clay and other mouldable materials adequately. Construct a simple clay base.</p> <p>Plan, design and make models.</p>	<p>Create images, video and sound recordings and explain why they were created.</p>	<p>Replicate some of the techniques used by notable artists, artisans and designers.</p> <p>Create original pieces that are influenced by the studies of others.</p> <p>Comment on artworks using visual language.</p>

Knowledge, Skills and Understanding breakdown for Art, Craft and Design			
Year 4			
<p>✚ Develop ideas from starting points throughout the curriculum.</p> <p>✚ Use sketchbooks to collect information, sketches and resources.</p> <p>✚ Explore ideas in a variety of ways and adapt and refine ideas as they progress.</p> <p>✚ Comment on artworks using visual language.</p> <p>✚ Explain the roles and purposes of artists, craftspeople and designers working in different times and cultures eg Warhol, Lowri, Monet</p>			
Drawing	Printing	Painting	Collage
<p>Explore relationships between line and tone, pattern and shape, line and texture.</p> <p>Alter and refine drawings and describe changes using art vocabulary.</p> <p>Make informed choices in drawing including paper and media.</p> <p>Collect images and information in a sketchbook.</p> <p>Use research to inspire drawings from memory and imagination.</p>	<p>Research, create and refine a print using a variety of techniques.</p> <p>Select the kinds of material to print with, in order to get the effect they want.</p> <p>Resist printing, including marbling, silkscreen and cold water paste.</p>	<p>Choose paints and implements appropriately.</p> <p>Make and match colours with increasing accuracy.</p> <p>Use more specific colour language eg tint, tone, shade, hue</p> <p>Plan and create different effects and textures with paint according to task.</p>	<p>Refine and alter ideas and explain choices using art vocabulary.</p> <p>Combine skills more readily.</p>
Textiles	3D	Digital Media	Taking inspiration from the greats
<p>Match the tool to the material.</p> <p>Colour fabric.</p>	<p>Make informed choices about the 3D technique chosen.</p> <p>Show an understanding of shape, space and form.</p> <p>Plan, design, make and alter models, using a variety of materials.</p> <p>Talk about their work, understanding that it has been sculpted, modelled or constructed.</p>	<p>Create images, video and sound recordings and explain why they were created.</p>	<p>Explain the roles and purposes of artists, craftspeople and designers working in different times and cultures.</p> <p>Create original pieces that are influenced by the studies of others.</p>

Knowledge, Skills and Understanding breakdown for Art, Craft and Design			
Year 5			
<p>✚ Develop and imaginatively extend ideas from starting points throughout the curriculum.</p> <p>✚ Collect information, sketches and resources and present ideas imaginatively in a sketchbook.</p> <p>✚ Comment on artworks with a fluent grasp of visual language.</p> <p>✚ Give details (including own sketches) about the style of some notable artists, artisans and designers eg Klee, Matisse, Bawden</p>			
Drawing	Printing	Painting	Collage
<p>Use a variety of techniques to add interesting effects eg reflections and shadows.</p> <p>Choose a style of drawing suitable for the work (eg. Realistic, impressionistic).</p> <p>Explore the potential properties of visual elements, line, tone, pattern, texture, colour and shape.</p>	<p>Build up layers of colours/texture. Choose the printing method appropriate to the task.</p> <p>Organise their work in terms of pattern, repetition, symmetry or random printing styles.</p> <p>Choose inks and overlay colours.</p>	<p>Sketch (lightly) before painting to combine light and colour.</p> <p>Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours.</p> <p>Use brush techniques and the qualities of paint to create texture.</p>	<p>Mix textures (rough and smooth, plain and patterned).</p> <p>Combine visual and tactile qualities.</p> <p>Use ceramic mosaic materials and techniques.</p>
Textiles	3D	Digital Media	Taking inspiration from the greats
<p>Join fabrics in different ways, including stitching.</p> <p>Use different grades of threads and needles.</p> <p>Experiment with batik.</p>	<p>Plan a sculpture and use tools to carve and add shapes, texture and pattern.</p> <p>Describe the different qualities involved in modelling, sculpture and construction.</p> <p>Use frameworks (such as wire or moulds) to provide stability and form.</p>	<p>Enhance digital media by editing (including sound, animation, video, still images and installations)</p>	<p>Give details (including own sketches) about the style of some notable artists, artisans and designers.</p> <p>Show how the work of those studied was influential both in society and to other artists.</p> <p>Create original pieces that show a range of influences and styles.</p>

Knowledge, Skills and Understanding breakdown for Art, Craft and Design			
Year 6			
<ul style="list-style-type: none"> ✚ Develop and imaginatively extend ideas from starting points throughout the curriculum. ✚ Collect information, sketches and resources and present ideas imaginatively in a sketchbook. ✚ 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. ✚ Give details (including own sketches) about the style of some notable artists, artisans and designers eg Andy Goldsworthy 			
Drawing	Printing	Painting	Collage
Use a variety of techniques to add interesting effects (eg 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 (eg. Realistic, impressionistic). Use lines to represent movement.	Describe printing techniques. Be confident with printing on paper and fabric. Be familiar with layering prints. Work relatively independently, alter and modify work.	Choose appropriate paint, paper and implements to adapt and extend their work. Create shades and tints using black and white. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Show awareness of how paintings are created (composition). Develop a personal style of painting, drawing upon ideas from other artists.	Use different techniques, colours and textures when designing and making pieces of work. Be aware of the potential of the uses of materials.
Textiles	3D	Digital Media	Taking inspiration from the greats
	Develop skills in using clay eg slabs, coils, slips etc Make a mould and use plaster safely. Create sculpture and constructions with increasing independence.	Enhance digital media by editing (including sound, animation, video, still images and installations)	Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential both in society and to other artists. Create original pieces that show a range of influences and styles.

