



Sequence of Art Learning

Art and Design Knowledge and Skills

Year 1

Painting

- Mix paint to create a secondary colour
- Start experimenting with different tones
- Use of different brush sizes and types
- Use different ways to apply paint (brush, hands, fingers, spatula)
- Experiment with different textures (sand, sand sawdust, glue with paint)
- Know primary colours
- Have awareness of the variety of colour in the environment

Drawing

- Introduce the pencils: HB, 4B and 8B to explore light and dark and lines of different thickness
- Begin to explore the use of line, shape, texture and colour
- Investigate tones
- Draw light and dark lines
- Draw faces and limbs
- Know how to show how people are feeling in their work

Printing

- Carry out different printing techniques, e.g., block, relief or resist printing, rollers, stencils or mesh or plastic to create repeating pattern
- Make marks in print with a variety of objects, including natural and made objects, e.g., fabric, plastic, tissue, magazines, crepe paper, corks, sponges, etc.
- Create rubbings from a print or textured surface
- Know how to create a repeating pattern in print

3D/ Texture Sculpture

- Manipulate materials in a variety of ways, e.g., rolling, cut, kneading and shape

Famous Artists

- Describe what can be seen and give an opinion about the work of an artist
- Ask questions about a piece of art

Possible Artists

- Van Gogh
- Wassily Kandinsky (be careful which of his art you choose)
- Piet Mondrian

Sketchbooks

- Use a sketchbook to gather and collect art work

Art and Design Knowledge and Skills

Year 2

Painting

- Continue to use different brush sizes and types
- Know how to achieve tints by adding white.
- Know how to achieve black by adding black or darker colours
- Know how to mix secondary colours and name them
- Know how to mix paint to achieve brown
- Explore wash, strokes, layers, blending, splash and dip techniques
- Use paint to create pattern and repetition and to add detail and sharp lines

Drawing

- Experiment with a variety of media; pencils, rubbers, crayons, oil pastels, felt tips, chalk and charcoal.
- Add 2H to the range of pencils they use regularly
- Draw from own observations showing increasing accuracy

Printing

- Print with a range of hard and soft materials, e.g., corks, pen, barrels and sponge
- Press, roll, rub an stamp to create prints

3D/ Texture Sculpture

- Join two pieces of clay by roughing both surfaces
- Make an objects out of malleable material for a purpose, e.g., pot or tile
- Create a thumb print from clay

Famous Artists

- Suggest how artists have used colour, pattern and shape
- Know how to create a piece of art in response to the work of a well-known artist

Possible Artists

- Van Gogh; Renzo Piano (link to Shard)
- Tinga Tinga (explore the five pillars of African art); Tilly Willis (African art)
- LS Lowry

Sketchbooks

- Develop and record their ideas through painting, drawing and sculpture in response to first-hand observations

Art and Design Knowledge and Skills

Year 3

Painting

- Experiment with different effects and textures, including blocking in colour, washes, etc.
- Create textural effects, using thickened paint, dotting, scratching and splashing.
- Master painting techniques through the creation of shape, texture and lines, using thick and thin brushes
- Know how to create a background using a wash
- Know how to use a range of brushes to create different effects

Drawing

- Use a wide range of drawing implements, to include chalk pastels and inks
- Continue to experiment with the different grades of pencils that they are already familiar with
- Create tone and texture and different forms and shapes, pattern and colour
- Know how to show facial expression in art
- Use different grades of pencils to shade, show tone and textures

Printing

- Create printing blocks using a relief or impressed method
- Lift an impression or print from a textured or incised surface, using a stamp or block and water based printing ink and prepared surfaces

3D/ Texture Sculpture

- Shape, form, model and construct malleable and rigid materials
- Join clay adequately
- Use a coiled method to create clay sculpture
- Paper sculptures

Famous Artists

- Recognise when art is from different historical periods
- Know how to identify the techniques used by different artists
- Recognise when art is from different cultures
- Begin to understand the historical and cultural significance of a chosen artist

Possible artists

- Giuseppe Arcimboldo; John Constable; Islamic art and design

Sketchbooks

- Create a sketch collection in books to record their observations
- Use sketchbooks to review and revisit ideas, e.g., line, tone texture and shading

Art and Design Knowledge and Skills

Year 4

Painting

- Apply different effects and textures, including blocking in colour, washes, thickened paint and creating textural effects
- Mix and use tints, tones, hue and shades
- Use colour to reflect mood
- Show facial expressions and body language in painting and sketches
- Introduce water colour and spend time knowing how to create effects with water colour

Drawing

- Make marks and lines with a wide range of drawing implements for form and shape with more accuracy, including charcoal, crayon, chalk pastels and different grades of pencil
- Sketch collection of observational and imagined drawings and ideas using line, tone, texture pattern, shading, hatching and cross hatching

Printing

- Print onto fabric using at least four colours
- Explore environmental and made patterns
- Create printing blocks, using a relief or impressed methods in more detail
- Research, create and refine a print, using a variety of techniques
- Resist printing, including marbling, silk screen and cold water paste

3D/ Texture Sculpture

- Know how to sculpt malleable and mouldable materials with more accuracy
- Select and arrange 3D materials to convey feelings, expression and movement when creating sculpture

Famous Artists

- Experiment with the styles used by other artists.
- Explain some of the features of art from historical periods and from different cultures
- Know how different artists developed their specific techniques

Possible artists

- Katsushika Hokusai
- Andy Goldsworthy
- Elizabeth Catlett

Sketchbooks

- Use journals to collect and record visual information, textiles, patterns from different sources
- Annotate work in journals
- Use collage as a means of collecting ideas and information and building a visual vocabulary

Art and Design Knowledge and Skills

Year 5

Painting

- Know how to use paint to create emotion in art
- Explore wash and transparency, marks and strokes when painting
- Develop colour palette through combinations to enhance mood, etc.
- Experiment further with tint, tone, shade, hue, complementary and contrasting colours
- Introduce acrylic paints (substitute for oil paint) and experiment with texture

Drawing

- Use and talk about their use of a variety of tone, pattern and texture, line and shape techniques
- Developing accuracy and expression in their drawings
- Carry out observational drawing and from memory and imagination (mood, movement and feeling)

Printing

- Master printing techniques and make appropriate and effective choice in use of visual elements to reflect the purpose of the work
- Create own abstract pattern to reflect personal experiences and expression for a purpose
- Add layers of colours as is appropriate and then embellish it
- Design a print and pattern linked to works studied
- Create an accurate print design following a given criteria

3D/ Texture Sculpture

- Shape, form, model and construct from observation and imagination
- Use recycled, natural and made materials to sculpt
- Plan a sculpture through drawing (exploded) and other preparatory work (Include form, shape, modelling, joining)

Famous Artists

- Research the work of an artist and use their work to replicate a style
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- **Possible artists**
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- Paul Cezanne
- Islamic art
- Henri Rousseau
- Frida Khalon

Sketchbooks

- Collect ideas for preliminary studies trying out different media and materials
- Describe the thoughts and feelings about their own and others' work and discuss how these might influence their own designs using appropriate language

Art and Design Knowledge and Skills

Year 6

Painting

- Know when using a wash (either with water colour or other paint) perspective can be achieved through darkening the paint towards to foreground
- Choose appropriate paint, paper and implements to adapt and extend their work
- Mix and match colours to create atmosphere and light effects
- Be able to identify and work complementary and contrasting colours
- Experiment with the use of paint to create contemporary art ideas

Drawing

- Use a full range of pencils, pastels, charcoal and mixed media to create observational art independently
- Show effect of light on objects and people from different directions
- Use perspective in their work, using a single focal point and horizon

Printing

- Develop their on style when working with a range of tools and materials
- Create printing blocks using relief or impressed method

3D/ Texture Sculpture

- Apply skills using malleable materials including slabs, coils, slips, etc.
- Shape, form, model and join clay

Famous Artists

- Explain the style of art used and how it has been influenced by a famous artist
- Understand what a specific artist is trying to achieve in any given situation
- Understand why art can be very abstract and what message the artist is trying to convey

Possible artists

- Banksy
- Georgia O'Keefe
- Henry Moore

Sketchbooks

- Develop ideas using different and mixed media using sketchbooks
- Annotate work in a journal
- Adapt and critically evaluate their work as their ideas develop

Art and Design: Years 1 and 2 Overview

	Autumn	Spring	Summer
Year 1	Painting/ Printing Hot and Cold colours (link to geography) Artist: Mondrian	Drawing (line, tone texture): King Edwiner self- portraits Artist: Van Gogh	3D Sculpture Create a natural environmental sculpture Seaside unit of Learning (geography) Artist: Andy Goldsworthy
Year 2	3D/ Sculpture (clay): Non-European study in geography Clay animals Artist: Nick Mackman	Painting/ Printing (colour mixing): Printing of rainforest images based on the work of Henry Rousseau Artist: Henry Rousseau	Drawing (line, tone texture): Great Fire of London Artist: (consider several artists from Goole Search)

Art and Design: Years 3 and 4 Overview

	Autumn	Spring	Summer
Year 3	Drawing (line, tone texture): Stone Age story links (history) Artist:	Painting/ Printing (colour mixing): Link to Kensuke's Kingdom Water colour Artist: Katsushika Hokusai	3D/ Sculpture Using waste materials to create a 3D sculpture that captures Sherwood Forest and Robin Hood Artist: Antony Gormley
Year 4	Drawing (pastels, charcoal, chalk and pencils): Still Life Look at the still life paintings of European artists – Link to Contrasting European place Artist: Paul Cezanne	3D/ Sculpture Create a clay Roman Mosaic – Link to Roman study in history Artist:	Painting (watercolour and textural effects) Industrial Revolution – capture the essence of life of the working person. Artist: L.S. Lowry

Art and Design: Years 5 and 6 Overview

	Autumn	Spring	Summer
Year 5	Drawing (charcoal, texture tone): A montage to capture Brazil Artist:	Painting (colour): Artist: Andy Warhol	Sculpture (clay): Slavery/heads – Use the following link: https://www.youtube.com/watch?v=BWXa6ZRssCo Artist: Kwame Akoto-Bamfo
Year 6	3D/ Sculpture: Use wire and Modroc to create a Cavalier or Roundhead soldier Artist: Alberto Giacometti	Drawing: (perspective) WWII underground drawings Artist: Henry Moore	Painting: Perspective through colours, hues and shades; mix and match; move towards abstraction) Artist: Georgia O'Keefe – paintings of the New Mexico desert