

## ART & DESIGN

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Learning - Use art work to record ideas, observations and experiences	Learning - Try out different activities and make sensible choices about what to do next	Learning - Use a sketchbook for recording observations for experimenting with techniques or planning out ideas	Learning - Use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork	Learning - Develop different ideas which can be used and explain his/her choices for the materials and techniques used	Learning - Select ideas based on first hand observations, experience or imagination and develop these through open ended research
Learning - Experiment with different materials to design and make products	Learning - Select particular techniques to create a chosen product and develop some control over materials and their use	Learning - Experiment with different materials to create a range of effects and use these techniques in the completed piece of work	Learning - Use taught technical skills to adapt and improve his/her work	Learning - Confidently and systematically investigate the potential of new and unfamiliar materials and use these learnt techniques with his/her work	Learning - Refine his/her use of learnt techniques
Learning - Explain what he/she likes about the work of others	Learning - Give reasons for his/her preferences when looking at art/craft or design work	Learning - Explain what he/she likes or dislikes about their work	Learning - Articulate how he/she might improve their work using technical terms and reasons as a matter of routine	Learning - Evaluate his/her work against their intended outcome	Learning - Adapt his/her own final work following feedback or discussion based on their preparatory ideas
Learning - Know the names of tools, techniques and elements that he/she uses	Learning - Know that different artistic works are made by craftspeople from different cultures and times	Learning - Know about some of the great artists, architects and designers in history and describe their work	Learning - Describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied	Learning - Research and discuss various artists, architects and designers and discuss their processes and explain how these were used in the finished product	Learning - Describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts
Techniques - Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines	Techniques - Experiment with tones using pencils, chalk or charcoal	Techniques - Explore shading using different media	Techniques - Draws familiar objects with correct proportions	Techniques - Use line, tone and shading to represent things seen, remembered or imagined in three dimensions	Learning - Explain and justify preferences towards different styles and artists

Techniques - Explore mark-making using a variety of tools	Techniques - Represent things observed, remembered or imagined using colour/tools	Techniques - Understand and identify key aspects such as complementary colours, colour as tone, warm and cold colours	Techniques - Creates different effects by using a variety of tools and techniques such as bleeds, washes, scratches and splashes	Techniques - Mix colours to express mood, divide foreground from background or demonstrate tones	Techniques - Begin to develop an awareness of composition, scale and proportion in their work
Techniques - Make structures by joining simple objects together	Techniques - Experiment with basic tools on rigid and flexible materials	Techniques - Compare and recreate form of natural and man made objects	Techniques - Plan a sculpture through drawing and other preparatory work	Techniques - Develop skills in using clay including slabs, coils and slips	Techniques - Use simple perspective in their work using a single focal point and horizon
Techniques - Cut, glue and trim materials to create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines	Techniques - He/she is able to make textured collages from a variety of media and by folding, crumpling and tearing materials	Techniques - He/she is able to create a collage using overlapping and layering	Techniques - Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques	Techniques - Add collage to a painted, drawn or printed background using a range of media, different techniques, colours and textures	Techniques - Use techniques, colours, tones and effects in an appropriate way to represent things seen - brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds
Techniques - Make marks in print using the found objects and basic tools and use these to create repeating patterns	Techniques - Use a variety of techniques including carbon printing, relief, press and fabric printing and rubbings	Technique - Create printing blocks using relief or impressed techniques	Techniques - Use a variety of techniques e.g. marbling, silkscreen and cold water paste	Techniques - Experiment with using layers and overlays to create new colours / textures	Techniques - Produce intricate patterns and textures in a malleable media
Techniques - Sort, cut and shape fabrics and experiment with ways of joining them	Techniques - Develop techniques to join fabrics and apply decorations such as running or over stitch	Techniques - Add detail to work using different types of stitch, including cross-stitch	Techniques - Print on fabrics using tie-dyes or batik	Techniques - Return to work over longer periods of time and use a wider range of materials	Techniques - Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices
					Techniques - Create intricate printing patterns by simplifying and modifying sketchbook designs
					Techniques - Follow a design brief to achieve and effect for a particular function