

Playing & Exploring - Engagement				Active Learning - Motivation				Creating & Thinking Critically - Thinking		
ELG	Playing w	it & exploring th what they kn ng to 'have a g		Being involved & concentrating Keep on trying Enjoying achieving what they set out to do			:	Having their own ideas (creative thinking) Making links (building theories) Working with ideas (critical thinking		
- Shar	e their creation	ons, explaining	the process they have used	ues, experimenting with colour, des	ign, texture	, form and function	(
- Mak	e use of prop	Drawing & pair	s when role-playing characters i		Use of colour, pattern, texture, line, form, space Use different materials			s Explore a range of artis		ange of artists
	(pencil, charcoal, inks, chalk, pastels, ICT software, painting, ink, dye, textiles, crayon,		& shape (textiles, clay, sand, plaster, stone, 3D work, clay, dough, boxes, wire, paper sculpture, mod-roc, printing, found materials, lino, wood blocks, press print, mono-printing)							
Nurser	lines, & begin to use the represent objects		• • • • • • • • • • • • • • • • • • • •	Explore different materials freely, in order to develop ideas about how to use them & what to make Join different materials & explore		Join different materials & explore different textures Develop own ideas & decide which materials to use to express them		Notice what other children & adults do, mirroring what is observed Practise artist's techniques Discuss likes & dislikes about artwork		
	Draw v such as r including Show c		ent emotions in their drawings	different textures Handling, feeling, enjoying and manipulating materials Use variety of construction materials						
	Explore colour & colour mixing Use a range of tools competently & Explore different textures. Encoura accurate drawings of people Create representations of both ima & real-life ideas, events, people & ob Explore, use & refine colour mixing techniques Use colour for purpose, including of moods		e of tools competently & safely erent textures. Encourage wings of people esentations of both imaginary eas, events, people & objects e & refine colour mixing	Experiment to create different textures Use tools to create different textures Use a range of materials to create different textures Manipulate materials to have a planned effect		Develop own ideas through experimentation with diverse materials to express & communicate their discoveries & understanding		 Respond imaginatively to artworks & objects Explore, use & refine a variety of artistic effects to express their ideas & feelings Expresses & communicate working theories, feelings & understandings in the form of art work & objects 		
Year 1/2					Spring B What makes a good home?			Summer B Why is our environment precious?		
	ideas through and in their sk Suggest how used colour, p	for sculpting, e.g. stone, straw and card to		PRINTING Use a variety of materials e.g., fruit, blocks, fingerprint to form basic patterns Make own printing blocks. DRAWING - Use different e.g., penci and chalk. Use dots ar		reportraits/self int materials to draw it, charcoal, pastel and lines to the pattern and TEXTILES Begin to identify and group different forms of textiles/fable.g. felt, velvet, cotton by the and colour. Weave with fabric and three		kture	PAINTING Experiment with different brushes (including brushstrokes) and other painting tools. Know the names of the primary and secondary colours.	
	shape. Use a combination of		Use a variety of techniques,	outline or cut out shape			Use a dyeing			Know how to mix paint to create all the secondary colours.



materials that have been cut, torn and glued. Sort and arrange materials; Add texture by mixing materials Collage around landscape and McKenzie Thorpe Local artist: McKenzie Thorpe KS1	e.g. rolling, cutting, pinching. Use a variety of shapes, including lines and texture. Use technology to photograph their own art. Explain what works well and not so well in the model they have made. Artist: Andy Goldsworthy	Experiment with the amount of paint applied and develop control Know how to create tints with paint by adding white. Know how to create tones with paint by adding black. Artist: Angie Lewin	Know how to use pencils to create lines of different thicknesses in drawings. Know how to show how people feel in paintings and drawings. Artist: Paul Klee	textile's colour and pattern. Artist:	Know how to create brown with paint. Begin to use and understand viewfinders. Artist: Edward-Sadie Tingatinga
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Work of other artists:

Describe the work of famous, notable artists and designers.

Express an opinion on the work of famous, notable artists.

Use inspiration from famous, notable artists to create their own work and compare.

Collect information about artists they have studied.

Exploring their ideas and recording experiences.

Respond positively to ideas and starting points.

Explore ideas around art.

Describe differences and similarities and make links to their own work.

Try different materials and methods to improve.

Use key vocabulary to demonstrate knowledge and understanding in this strand: work, work of art, idea, starting point, observe, focus, design, improve.

Year 3/4	Autumn A	Spring A	Summer A	Autumn B	Spring B	Summer B
	Why is Richmond special?	What is beneath us and why does it	How do we get our message across?	How do I care for my body and mind?	Why is history worth knowing?	How can I have my say?
		matter?				Present work as
	DRAWING	PAINTING	SCULPTURE - CLAY	PRINTING	PAINTING	DIGITAL - PHOTOGRAPHY
	Use sketch books to	Know how to use line, tone,	Recognise when art is from different	Know how to use different	Experiment with the styles used by other	Use photographs to help create
	experiment with different	shape and colour to represent	historical periods.	grades of pencils to shade and	artists.	reflections.
	texture.	figures and forms in		show different tones and		
		movement.	Know how to sculpt clay pots using	textures.	Explain some of the features of art from	Know how to integrate digital images
	Choose and use three		pinch and coil techniques.		historical periods (Ancient Egypt)	into art work.
	different grades of pencil	Know how to use a range of		Know how to create a		
	when drawing.	brushes to create different	Know how slip is made and use it to	repeating pattern in print while	Recognise when art is from different	Know how to use digital images and
		effects.	join pieces together.	experimenting with pattern,	cultures.	combine with other media.
				rotation and overlapping.		



and lines to produce texture. Consider and understand perspective in art.	Know how to create a background using a wash. Know how to show reflections. Know how to use a viewfinder to focus on a specific part of an object/picture/animal etc. Artists: Impressionism (Monet)	Cut, make and combine shapes to create art Use clay and other malleable materials and practice joining techniques Create detail, patterns and texture within a sculpture	Know how to print using more than one colour. Know what is meant by relief printing. Use polystyrene to create a relief print. Artist: William Morris	Demonstrate increasing control of the types of marks made and experiment with different effects and textures Mix colours/hues, tints and shades with increasing confidence. Begin to explore complimentary colours.	Know how to use IT to create art which includes their own work and that of others. Artist: Andy Warhol
Experiment with the styles used by other artists. Local artist: Lucy Pittaway LKS2		Artist focus: Ancient Greek Art	Study of a leaf Printing Leaves Making a wall hanging Forest school printing Artist: William Morris	Ancient Egyptian Mural	

Work of other artists:

Use inspiration from famous artists to replicate a piece of work.

Reflect upon their work inspired by a famous notable artist and the development of their art skills.

Express an opinion on the work of famous, notable artists and refer to techniques and effect.

Know how different artists developed their specific techniques.

Know information about key artists studied.

Exploring their ideas and recording experiences:

Use sketchbooks to record ideas.

Explore ideas from first-hand observations.

Question and make observations about starting points, and respond positively to suggestions.

Adapt and refine ideas.

Use key vocabulary to demonstrate knowledge and understanding in this strand: line, pattern, texture, form, record, detail, question, observe, refine.

Year 5/6	Autumn A	Spring A	Summer A	Autumn B	Spring B	Summer B
	Why is Richmond special?	Where does it come from and where	How do words make us feel?	How do I care for my body and mind?	What legacy will I leave behind?	What makes a colourful world?
		does it go?				
	PAINTING	COLLAGE	DRAWING	PRINTING	PAINTING	SCULPTURE
	Research the work of an	Use key vocabulary to	Know how to use shading to create	Understand why art can be	Explain the style of art used and how it	Plan and design a sculpture.
	artist and use their work to	demonstrate knowledge and	mood and feeling.	very abstract and what	has been influenced by a famous artist.	
	replicate a style.	understanding in this strand:	_	message the artist/pattern is		Use tools and materials to carve, add
	,	shape, form, arrange and fix.	Know how to organise line, tone,		Understand what a specific artist is	shape, texture and intricate patterns.
	Create a colour palette,		shape and colour to represent		trying to achieve in any given situation.	
	demonstrating mixing	Plan and design a collage.	figures and form in movement.	Print onto a range of materials.	in ying to do no to in drift given should in	Develop cutting and joining skills, e.g.
		Than and acsign a collage.	ligoros ana formali introverneni.	Thin one a range of materials.		
	techniques.					using wire, coils, slabs and slips.



	Add collage to a painted or printed background. Select and use materials Experiment with a range of media by overlapping and layering in order to create texture, effect and colour. Know how to use feedback to make amendments and improvements to art. Artist: Picasso	Know how to express emotion and mood in art. Use a full range a pencils, charcoal or pastels when creating a piece of observational art. Know how to use marks and lines to show texture in art. Artist: Van Gogh .	Demonstrate experience in a range of printmaking techniques. Know how to overprint to create different patterns. Know how to create an accurate print design. Artist: Escher	Understand why art can be very abstract and what message the artist is trying to convey. Know which media to use to create maximum impact. Mix colours/hues, tints, shades and tones with confidence building on previous knowledge; understanding which works well in their work and why. Artist: Banksy	Combine pinch, slabbing and coiling methods to produce clay end pieces Artist focus: Ancient Mayan Art
WCO.					

Work of other artists:

Give detailed observations about notable artists', artisans' and designers' work.

Know facts about notable artists', artisans' and designers' lives.

Exploring their ideas and recording experiences:

Review and revisit ideas in their sketchbooks.

Offer feedback using technical vocabulary.

Think critically about their art and design work.

Use digital technology as sources for developing ideas.
Use key vocabulary to demonstrate knowledge and understanding in this strand: sketchbook, develop, refine, texture, shape, form, pattern, structure.