ART \& Design -Whitegate CofE Primary School

| EYFS | KS1 |  | KS2 |  |  |  |
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| Reception | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| Print <br> Use fingers, hands and feet to create prints Explore what happens when colours are mixed. | Print <br> Use fruit, vegetables, sponges and other objects to make repeating and overlapping shape prints. | Print <br> Press, roll, rub and <br> stamp to mimic <br> prints from the <br> environment (e.g. <br> wallpapers). <br> Use press prints. | Print <br> Print using layers of two or more colours to replicate patterns observed in natural or built environments | Print <br> Make printing blocks (e.g. from coiled string glued to a block) to make precise repeating patterns. | Print <br> Use print to build up layers of colour to create an accurate pattern which shows fine detail | Print <br> Use print to create intricate details Use a wide range of visual elements to reflect the purpose of the work. Lino prints Look at work of Escher |
| Drawing <br> Hold pencils correctly and begin to have control over movements. Draw circles and lines and colour in with greater control. | Drawing <br> Draw lines of different thicknesses and sizes. Colour own drawings in neatly following the lines. | Drawing <br> Show pattern and texture by adding dots and lines Show different tones by using coloured pencils. | Drawing <br> Use different hardness of pencils to show line, tone and texture. Annotate sketches to explain and elaborate ideas. | Drawing <br> Sketch lightly, use shading to show light and shadow Use hatching and cross hatching to show tone and texture | Drawing <br> Use a variety of techniques to add interesting effects (reflections, shadows, direction of sunlight) Use a choice of techniques to depict movement and perspective. | Drawing <br> Choose a style of drawing suitable for the work (e.g. realistic, impressionist) Use lines to represent movement. |
| Painting <br> Experience using paints to mark make. <br> Use large brushes when working on class projects such as role play areas. | Painting <br> Use thick and thin brushes. Mix primary colours to make secondary. | Painting <br> Add white to colours to make tints and black to colours to make tones. <br> Create colour wheels. | Painting <br> Use a number of brush techniques (stippling, splattering, washes) using thick and thin brushes to produce shapes, | Painting <br> Use watercolour paint to produce washes for backgrounds, then add detail. | Painting <br> Sketch before painting to combine line and colour. <br> Create a colour palette based upon the colours | Painting <br> Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the |

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|  |  |  | textures, patterns <br> and lines. <br> Mix colours effectively. | Experiment with creating mood with colour. <br> Mix colours effectively. | observed in natural or built world. Use acrylics and watercolour paints to create visually interesting pieces. | qualities of paint to create texture. <br> Develop a personal style of painting, drawing ideas from other artists. |
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| Collage <br> Experiment with using cut paper and fabric to create class collages. | Collage <br> Use a combination of materials that are cut, torn and glued to create collages. | Collage <br> Sort and arrange materials. Mix materials to create texture. | Collage <br> Select and arrange materials for a striking effect. Ensure work is precise. | Collage <br> Use coiling, overlapping, tessellation, mosaic and montage when creating collages. | Collage <br> Mix textures (rough, smooth, plain and patterned) to create collages combining visual and tactile qualities. | Collage <br> Use ceramic mosaic materials and techniques. |
| Sculpture <br> Use pom-poms and other pre-formed materials to make simple sculptures. | Sculpture <br> Use gum tape, rolled up paper, straws, and card, combining lines, shapes and textures to create a 3D sculpture. | Sculpture <br> Use clay to produce <br> a 3D sculpture <br> using techniques <br> such as rolling, <br> cutting, moulding and carving. | Sculpture <br> Create and combine shapes to make recognisable forms. Include texture that conveys feelings, expression or movement. Possible media gum tape/ mod-roc | Sculpture <br> Use clay and other mouldable materials to create sculptures. Add materials to provide interesting detail. | Sculpture <br> Use a range of media to create sculptures that show life-like qualities and real life proportions. Use tools to carve and add shape, texture and pattern. | Sculpture <br> Use a range of media to create more abstract sculptures that use a frame (wire or moulds) to provide stability and form, that provoke different interpretations. Combine visual and tactile qualities. |

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Artists: Monet Cezanne
Renoir
Henry Rousseau
Edvard Munch
Klimt
Matisse
Klee
Picasso
Kandinsky
Chagall
Van Goch
Miro
Escher (mathematical tessellations)
Andy Warhol
Lowry
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