

		Foundation	1/2	3/4	5/6
AD1 Generating ideas - Skills of designing & developing ideas	Sketch books	Not used	<ul style="list-style-type: none"> - Teacher led idea modelling through discussion and sketching. - Sketchbooks used to record thoughts and ideas, develop skills and experiment with materials. 	<ul style="list-style-type: none"> - Use sketchbooks for planning and refining ideas. - Record ideas for materials and composition. - Develop skill and technique using various media in sketchbooks. 	<ul style="list-style-type: none"> - Develop and discuss ideas through sketches. - Make personal investigations of interests and record observations in sketchbooks. - Record experiments with various media and try out techniques and processes in sketchbooks before applying them.
	Inspiration from others	<ul style="list-style-type: none"> - Make simple artwork from other sources. - Take inspiration from own surroundings and relate to own artwork. 	<ul style="list-style-type: none"> -Develop original artwork from other sources. -Study natural forms in the world around them and relate it to their own artwork. 	<ul style="list-style-type: none"> -Express original thoughts and ideas about the art of others. -Use a range of sources to convey ideas through art. -Use the work of artists', architects and designers to explore own ideas. 	<ul style="list-style-type: none"> -Learn ways that artists, designers and architects represent their ideas through a range of medias. -Develop personal, imaginative responses to a theme.
	Original pieces of work	<ul style="list-style-type: none"> - Work freely with different media to create things from own imagination. 	<ul style="list-style-type: none"> -Working instinctively with different media to create unique designs. -Represent themselves through art. -Create art on themes of personal interest. 	<ul style="list-style-type: none"> -Control materials to achieve a desired effect. -Express thoughts and feelings through creation of own work. -Represent ideas from multiple viewpoints and perspectives. 	<ul style="list-style-type: none"> -Express ideas about art through a range of media. -Producing personal interpretations of scenery and objects. -Express own ideas and feelings through pattern and design. -Creating imaginative and expressive artwork to convey meaning.
AD2 Making - Skills of making art, craft and design	Drawing	<ul style="list-style-type: none"> -Can hold a pencil correctly. -Can make a range of different marks. -Begin to make representations using different marks. 	<ul style="list-style-type: none"> -Can use different drawing techniques. -Know and understand the vocabulary to describe different types of lines: vertical, horizontal, crosshatched, wavy. -Draw lines with increased skill, awareness and control. -Experiment with pencils to create more complex tones - learning that different ways of holding a pencil affects the tone created. 	<ul style="list-style-type: none"> -Express line in different ways to suit purpose and form. -Can draw from observation incorporating tone. -Begin to draw with charcoal. -Be able to analyse and describe the use of line within artists' work. -Develop skill and control when using tone and understand how to use this to create a 3D effect. 	<ul style="list-style-type: none"> -Articulate deepening knowledge of line to create artwork. -Develop continuous line drawing, develop control, expression, shape, form and detail. -Adapt the techniques of other artists to create abstract drawings. -Understand how to create areas of light and dark.
	Painting	<ul style="list-style-type: none"> -Can hold a brush correctly. -Understand what primary colours are. -Explore mixing colours. 	<ul style="list-style-type: none"> -Develop knowledge of mixing primary colours to create secondary colours. 	<ul style="list-style-type: none"> -Develop mastery of painting skills. -Experiment with and discuss the pigments in natural products to make different coloured paints. 	<ul style="list-style-type: none"> -Define and use more complex colours. -Can recreate colours and techniques used by painters.

		<ul style="list-style-type: none"> -Can make representations using brush strokes. 	<ul style="list-style-type: none"> -Develop skill and brush control when painting. -Create and describe different shades of one colour using paint. -Choose and justify appropriate colours to reflect a theme and purpose. 	<ul style="list-style-type: none"> -Increased awareness of manipulating paint to achieve more accurate colours and shades. -Articulate their understanding of application of colour to paint different forms. 	<ul style="list-style-type: none"> -Select and mix colours to depict own thoughts, feelings and intention. -Further improve skill and control when painting. -Know how to create tone in painting.
	Craft (eg. mixed media, printing and collage)	<ul style="list-style-type: none"> -Can hold scissors correctly and safely. -Can cut simple shapes. -Can make pictures and patterns by cutting, tearing and sticking a variety of materials. 	<ul style="list-style-type: none"> -Use a range of materials and printmaking techniques. -Make patterns in a range of materials to develop their understanding -Create textured pieces. 	<ul style="list-style-type: none"> -Construct patterns through craft methods to further knowledge and understanding. -Can use overlapping, layering, tessellation, mosaic and montage. - Choose appropriate materials to create different textures. 	<ul style="list-style-type: none"> -Show precision in techniques. -Make own printing blocks to create a repeated pattern. -Can use and choose from a range of materials to create mixed media artwork. -Combine previously learned techniques to create pieces independently. -Use different textures, colours and techniques when designing and making pieces of work.
	Materials (sculpture)	<ul style="list-style-type: none"> -Can use hands and tools to manipulate malleable materials (salt dough/play-doh) -Handle, feel, manipulate, pull apart and reconstruct materials. -Construct and build from simple objects. -Shape and model from observation and imagination. Impress and apply simple decoration. -Use simple language created through feel, size, look, smell, etc. 	<ul style="list-style-type: none"> -Can use techniques such as rolling, cutting, moulding, carving and marking using simple tools. -Choose materials to make objects for a purpose, (ie, junk models, assemblages). -Can make simple joins by manipulating modelling material or pasting. 	<ul style="list-style-type: none"> -Show creativity in their choice of materials and composition. -Can use different joins when working with different media. -Extend their ability to describe and model form and space in 3D using a range of materials. -Analyse and describe the use of form within artists' work to use in their own. -Develop ability to describe and model form in 3D using a range of materials. 	<ul style="list-style-type: none"> -Choose appropriate media. -Know which joins to use and why. -Further develop ability to describe and model form in 3D choosing from a range of materials. -Understand how artists manipulate materials to create shape.
AD3 Evaluation		<ul style="list-style-type: none"> -Describe own work. -Talk about what they can see. -Say what they like and don't like. 	<ul style="list-style-type: none"> -Say what they like and don't like and why. -Discuss what might be happening and why in artwork. -Say how the work of others makes them feel and why. -Use ideas from others to develop own work. 	<ul style="list-style-type: none"> -Explain how they interpret the art and how it makes them feel. -Offer ideas on how to improve their own work and the work of others. -Annotate work in sketchbooks. 	<ul style="list-style-type: none"> -Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. -Adapt their work according to their views and describe how they might develop it further.

